

PURE GAME BOY EXCITEMENT

GB ACTION

JANUARY 94 ISSUE 21

£1.25

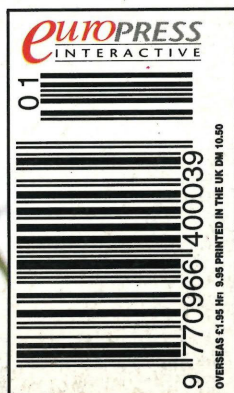
MASSIVE
ZELDA PLAYER'S GUIDE,
PART 1 FOR YOU TO
CUT OUT & KEEP

100% GAME BOY

Have you got what
it takes to make...

F1 POLE POSITION

**PLUS: EXCLUSIVE REVIEWS, PREVIEWS, NEWS, FEATURES
AND COMPETITIONS FROM THE GAME BOY WORLD.**



FRANKY, JOE & DIRK ^{OUT NOW} ON THE TILES

LICENSED BY

Nintendo



Ever had that mixed up, crazy feeling? . . . Well pick up your Game Boy and prepare yourself for the most mind-blowingly addictive puzzle game ever, featuring Franky, Joe and Dirk all ON THE TILES.

Mixed up pictures, mad professors, ticking time bombs, bonus slabs and booby traps are just some of the crazy features lurking along the way, as you try to complete over 30 different jumbled pictures. With 4 levels of difficulty and only a limited amount of time in which to complete each screen, you'll definitely need your wits about you.

From total beginners to total experts, your life may never be quite as sane again!

- Full password re-entry system.
- Bonus icons, traps and special features galore and the clock keeps ticking away!



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GAME BOY

elite®



WELCOME TO THE HARD BOILED CODA...

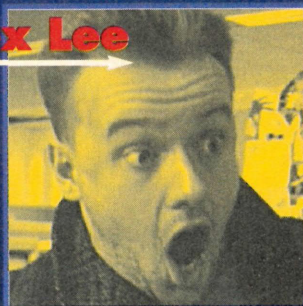
The repercussions of this month's smash hit photostory have not stopped us producing another piping hot serving of GB wisdom...

GB ACTION

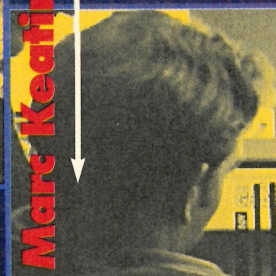
Editor

It was the kind of case I didn't like to be reminded of, one of those nasty ones you can never scrape off the heel of your shoe. On the surface of it, none of it made any sense. How did Alex Lee, an apparently mild mannered private eye, meet such an unexpected end? I understood it had to do with dark events out of the past that happened in Sunderland long ago.

Alex Lee



Marc Keating



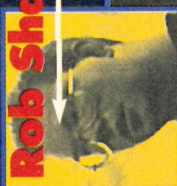
Art Editor

One of those who refused to cooperate with me by answering a few simple questions was Marc Keating. All he would say was that he wasn't even in Europa House on the day it all happened though I managed to unearth sufficient evidence to the contrary. Shortly after I talked to him, he disappeared. A witness saw him in a pool hall arguing with a couple of pool sharks over a game. They left together, and Marc wasn't seen again, dead or alive.

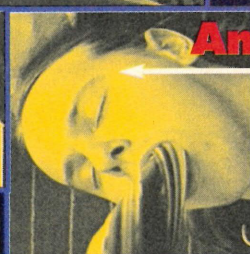
Deputy Art Editor

A great veil of confusion surrounded Rob Sharp's involvement in the affair. There were those who said he was in reality the criminal mastermind behind all of it, others who protested his innocence. Still others said Rob lurked in the shadows behind both points of view, promoting each to obscure the truth for dark purposes of his own.

Rob Sharp



Andy Sharp



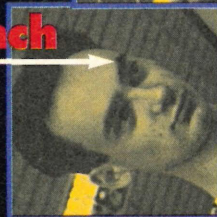
Senior Staff Writer

Searching through Andy Sharp's personal effects only served to compound the mystery. They included a Skinny Puppy CD, a Let's Play Chess primer and a teaspoon with a sticker saying 'EPROM tool' on it. I was no closer to clearing anything up but inside the chess primer was the highly suggestive inscription, 'Property of Rob S.'

Production Editor

Ian Lynch was only prepared to speak to me over the phone from a public call box after I'd contacted him through anonymous intermediaries. He said he was living in fear of his life, but when I asked him to justify his terror he was unable to comply. He claimed that dark vehicles driven by men in mirrored sunglasses followed him around before he went into hiding. Before we could speak further, the call was cut off.

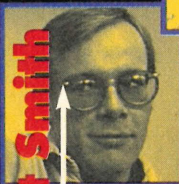
Ian Lynch



Staff Writer

Handwriting analysis comparing the words in the chess primer with those scrawled on something called the Zelda Guide proved conclusively that the book did not belong to Rob Smith. I was completely unable, however, to obtain any samples of Rob Sharp's handwriting. Almost inevitably, the chess primer went missing between my office and the analysis lab.

Robert Smith

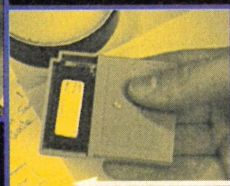


Jason Spiller

Contributor

As for me, my name is Jason Spiller. I was brought into the case by a woman with blonde hair to follow up on the job started by Alex Lee. Ever since I've had the feeling that someone was listening in to my phone calls and that mirrored men in black cars were following me wherever I went.

(Editor's note: These are Jason Spiller's last known words. He has "unfortunately" disappeared without trace.)



PURE GAME BOY EXCITEMENT GB ACTION

The 'Boy MAD about the 'Boy

WIN!
LOADS OF
EXPENSIVE
PRIZES!

REGULARS

NEWS

06

Considerably more exciting than fishing and a lot less cruel to fish, GB Action's news pages are more uplifting than an extra support brassiere. It's an info overload – there's no end to what we wanna tell ya 'bout the world's greatest hand held. It's a beauty!

REVIEWS

10

Played to the death and scored accurately and objectively, these are the reviews to believe. We're still the only dedicated Game Boy magazine, and we've been around for beards now. We know what we're doing and we do it well. Check 'em out – now.

COMPOS

25

Ubisoft and Sony Imagesoft are the guilty parties in providing us with the stupendous prizes this month. Ubisoft have F-1 Pole Position carts and replica F-1 carts for us as well as Indiana Jones memorabilia. Sony Imagesoft are offering Last Action Hero and Dracula goodies.

GAME BUSTERS

33

The longest and most exciting saga since the Fosdykes, The Empire Strikes Back is finally conquered in glorious technicolour this month. The first half of our enormous map of the Legend Of Zelda is comin' at ya, too. There's also another mint serving of hints, cheats and codes.

PREVIEWS

42

Titus are responsible for the two previews this month. Monster Max is a strange adventure challenge set in a hostile isometric environment – a bit of a departure for the Game Boy. The other offering is a sequel to the Blues Brothers – a veritable platform bonanza.

BUYERS GUIDE

58

The definitive Game Boy cart chart is here again. Don't believe the hype of expensive advertising campaigns or scores featured in other mags. Check out the most accurate and thorough Buyers Guide you'll ever see. Three pages of precise, concise mini reviews and scores.

No other magazine has anywhere near the number of pages of Game Boy coverage as GB Action.

Flicking through so-called 'rival' publications it's blatantly obvious that we have loads more pages devoted to Nintendo's portable palm pleaser than any other mag.

Next month will see Nintendo giving GB Action their official stamp of approval. Two pages devoted to the Nintendo Hotline will be packed full of exclusive hints, tips, cheats and special challenges. That's even more reason to keep on buying GB Action. The quality and quantity will never wain. **ALEX LEE**

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europress
INTERACTIVE



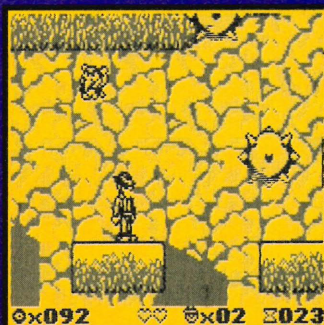
GB ACTION ISSUE 21 JANUARY 1994

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MAD about the 'Boy

REVIEWS

PREVIEWS



GB Action will never con you with reviews of incomplete games.

The software house who brought us Titus The Fox and Lamborghini American Challenge are comin' at the Game Boy once more with Blues Brothers II and Monster Max. Remember where you saw 'em previewed first, kids.

TAKE ONE

FEATURES

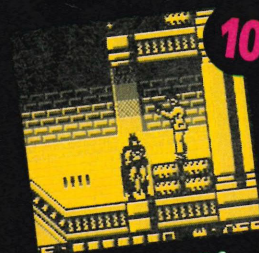
HARD BOILED

THE NAME'S LEE, ALEX LEE, LICENCE TO KILL. THERE I WAS MINDING MY OWN BUSINESS AFTER A HARD DAY'S EDITING...

...WHEN THE DOOR BURST OPEN AND IN CAME MISS MONEYPENNY. AFTER WE'D FLIRTED POINTLESSLY FOR A FEW SECONDS SHE SAID I WAS WAITING TO SEE ME WITH DETAILS OF MY NEW MISSION.

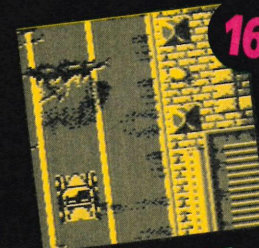
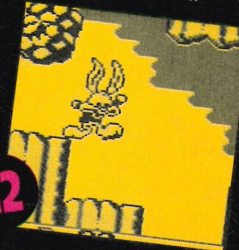
Our fascinating fotostory starts on page 43!

There's another splendid selection of reviews this month. Come to think of it, it's amazing just how many we fit in, isn't it? 'Yes.' (Reader's voice)

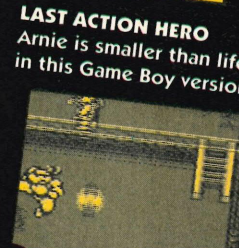


10
TINY TOONS 2
Konami's cartoon classic comin' at ya!

BATMAN ANIMATED SERIES
To the Batcave! Holy underpants! Ad infinitum.



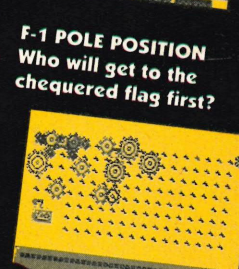
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LAST ACTION HERO
Arnie is smaller than life in this Game Boy version.



16
TEENAGE MUTANT NINJA TURTLES III
Heroes in half shells!



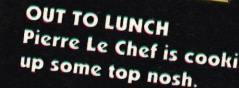
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F-1 POLE POSITION
Who will get to the chequered flag first?



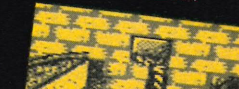
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GEAR WORKS
A competitor to Tetris? Mmm... maybe.



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OUT TO LUNCH
Pierre Le Chef is cookin' up some top nosh.



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INDIANA JONES IN THE LAST CRUSADE
A platform corker.



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ZELDA III
Part one of our amazing cut-out-and-keep complete map of The Legend Of Zelda!



ZELDA III

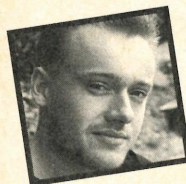
Part one of our amazing cut-out-and-keep complete map of The Legend Of Zelda!

Y MAG IN THE WORLD



NEWS

FROM THE GAME BOY WORLD



The Game Boy is the world's best hand held. The GB Action news pages are the best in the universe. Simple.

COMING
SOON

Nintendo

HOTLINE

Right: The poor devils who have to answer your calls all day.

The biggest thing to hit GB Action since its conception happens next month.

From the February issue onwards, there will be an official Nintendo Hotline feature in GB Action.

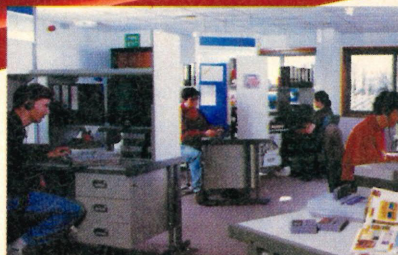
The world's only Game Boy dedicated magazine will bring to you exclusive hints, tips and cheats direct from

the talented staff at the official Nintendo Hotline HQ.

There'll also be some extra special exclusive promotions coming your way, but they're a secret for now.

Check out next month's GB Action - it's unmissable. In fact, place an order. There's a coupon on the Next Month page.

I can't wait - can you?



Right: It's a better job than some, however. I'd rather do this than work for some other hand held and console manufacturer.



SISTER MAGS

The four mags on the right are all related to GB Action. All published by Europress Interactive, these titles are guaranteed to be considerably more of a riveting read than rival publications. You read it here first. Buy 'em.

**SUPER
ACTION**

**MEGA
ACTION**

**AMIGA
ACTION**

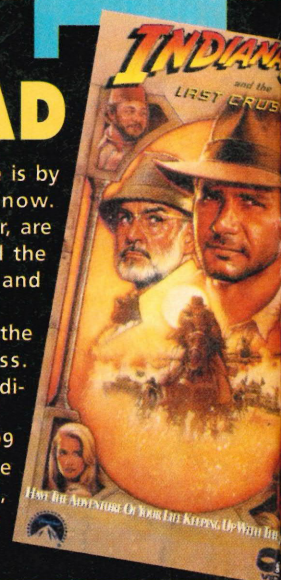
**PC
action**

INDY OVERLOAD

Ubisoft's Indiana Jones And The Last Crusade is by no means the only Indy-related item out now. Three of the most action packed movies ever, are now available on vid from CIC. Harrison Ford has all the fun as Indiana Jones, the Ancient History lecturer and part-time explorer.

The film trilogy is up there with the greats such as the Star Wars movies in terms of box office success. Paramount Pictures' finest can be bought for the incredible bargain price of £10.99.

The Last Crusade, The Temple Of Doom are £10.99 each and The Lost Ark is £12.99. If, for some strange reason, you don't think that's particularly good value, then you could always enter our Ubisoft competition on page 48 and win all three.





DOIN' THE BOXBOY BEAT

Astounding Things have created an amazing new accessory for the Game Boy.

Manufactured and distributed by Beaujolly, the Boxboy acts as a second skin for the 'Boy.

The first one we've seen is decorated with Jurassic Park artwork and comes with a free Boxboy poster.

Available for the eminently affordable £1.99, it's available from all good retailers now. What a top Christmas present for the Game Boy owner who thought he had everything.

Astounding Things was launched just over a year ago.

There are 2-4 Boxboy designs due out every month from now, thus keeping up with the latest, most popular releases.



SCOOP

Pester Power – How To Reach Kids In 1994 is the title of a one-day conference to be held in London on March 9th.

Among the speakers is Nintendo UK's marketing director, Michael Hayes. Interested adults give Jane Stevens a call on 0932 820802.

Work on Nintendo's Tetris II is currently well under way, but the release date is still anyone's guess. Why? Because the product has been sent back for extra work on it to make doubly certain that it lives up to its original – unlike certain movies that have been popping up the last few years.

British Heavyweight Boxing Champion Herbie Hide was the first person to play Muhammed Ali Heavyweight Boxing.

Under the watchful eye of The Greatest, he proceeded to lose to the pixelated form of he who floated like a butterfly and stung like a bee.

Hide commented: 'If you're gonna have a role model, you might as well pick the best – and that's Ali. It was great to meet up with him and to play Muhammed Ali Heavyweight Boxing, even if he did beat me.'

That's all for now folks, keep your eyes peeled for more soon. GB Action brings you the most exciting news from the Game Boy world.

CHRISTMAS KISEKI

Macross II Episodes One and Two went down a treat on video. Kiseki Films have now released the follow up.

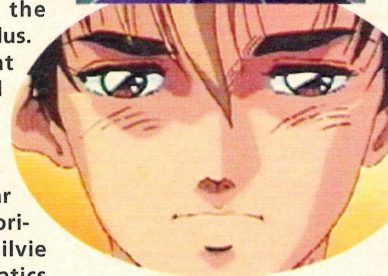
Timed to appear in Christmas stockings across the nation, Episodes Three and Four are now available on one 56 minute video. After Hibiki and Ishtar watch another Network Of UN Spacy 'edited' report

about the Culture Park incident, Ishtar decides she wants to see Wendy Ryder at the Valkyrie Moonbase Festival. Hibiki and Ishtar stowaway on the Macross ship. Ishtar activates a panel and reveals she isn't a Meltran to Hibiki. She's a Marduk – the race who have enslaved the Zentradi.

Ishtar is an emulator – a high priestess controlling

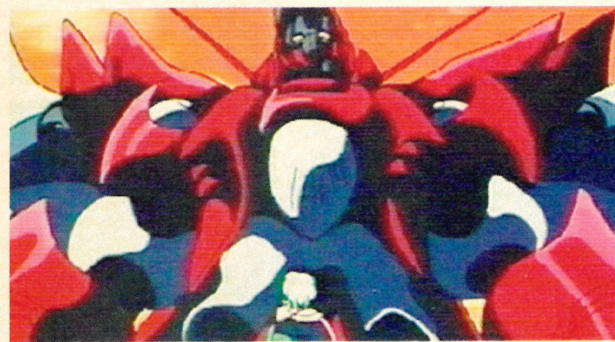


the Zentradi by singing. She reckons Macross is the famous Marduk ship Alus. Both are unaware that Silvie has followed them and overhears her confession. After a row, Hibiki persuades Silvie not to take Ishtar to the UN Spacy authorities. At the Festival, Silvie and co perform acrobatics and Wendy Ryder sings a few numbers. Arriving in time to save the ladies, Ishtar persuades Hibiki to take her to Feff's ship. Feff informs Hibiki that his efforts to deceive Ishtar



regarding humanity have been unsuccessful and jails his two captives, but they escape. Ishtar is persuaded to sing a song of earth in an attempt to stop the war.

Out now, cert 15, £10.99.

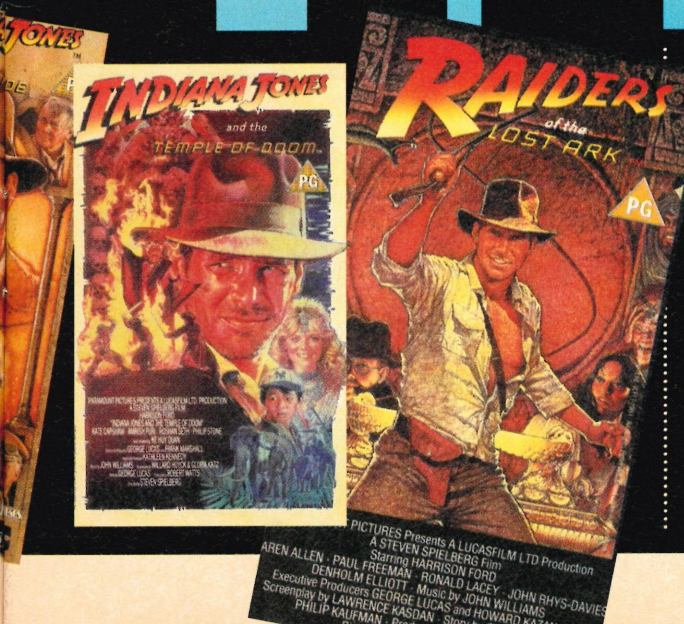


UK CHART

This is the chart to be believed. Elspa have the most accurate chart rendering facilities known to man.

- 1) JURASSIC PARK Ocean
- 2) ZELDA Nintendo
- 3) MORTAL KOMBAT Acclaim
- 4) SUPER MARIO LAND Nintendo
- 5) NIGEL MANSELL Nintendo
- 6) SUPER MARIO LAND 2 Nintendo
- 7) LEMMINGS Nintendo
- 8) TAZMANIA THQ International
- 9) GOLF Nintendo
- 10) THE FLINTSTONES Taito

So that's how it looks for the New Year, plenty of ream new entry's for you to sample. Will Jurassic Park be taking the No.1 slot for as long as the movie or can we see Zelda zip to the top?



ILLEGAL RACING, COPS AND GAMBLING



91% - TOTAL "It's a brilliant racer..."

90% - GAMESMASTER MAGAZINE

"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION "Instantly playable. Fast, furious fun"



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

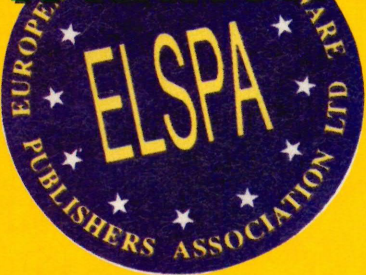
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Play the game



A NATION OF KILLERS?



A study by Aston University's Communications Research Group found that only 3% of children reported any parental guidance on the kind of video game they could play. This was in contrast to 58% who stated that their parents restricted the TV shows they could watch.

The study, researched in August, surveyed 150 children aged 7-16, selected because they expressed an interest in video games. It was based around questionnaires, interviews and discussion groups.

Almost three quarters (74% to be exact) of the children had their video games in their bedrooms. Most of the group reckoned their parents were too daft to test the games themselves. Roger Bennett, general secretary of Elspa, said the results showed a lack of

parental interest in the content of the games. "Whilst the report also casts doubt on a number of concerns often voiced by parents, such as the supposed links between violence and computer games, I find the absence of parental guidance worrying."

Claims that children can become addicted to video games also received little support from the study. Although the children in the sample had already expressed an interest in video games, they spent only a modest amount of time playing them, as opposed to other leisure pursuits. Eight out of ten surveyed said they actually preferred other activities.

Aston University's Dr Cumberbatch stated, 'Less than one in seven of the children surveyed had given up or reduced time on other hobbies to play video games.'

The researchers found that most kids reckoned aggression in response to video games is at no higher a level than that brought about by other games and pastimes. There was no indication that kids preferring beat 'em ups and shoot 'em ups to other game genres were more likely to show aggression towards others.

SUPER MARIO LEMONADO

Coca Cola chairman and chief executive Robert Goizueta has admitted that his firm is now looking more strongly into tapping into fads.

The theory is that brands such as Super Mario Lemonado and Gladiators sports drink will make a lot of money, then be phased out when the relevant fads die out. New lines will then replace the discontinued ones.

On that basis, Super Mario Lemonado should be with us for quite a while. Who knows, with the next hero being Link from Zelda III maybe Coca Cola'll be bringing us Link Lemonade in the near future?

It's in the can! If you reckon you can design a better soft drink can, write to us now!



POWER SOUND VISION

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- ★ saves Game Boy™ batteries (uses own power)
- ★ powered by batteries/adaptor (not included)
- ★ compartments for earphones + 2 cartridges

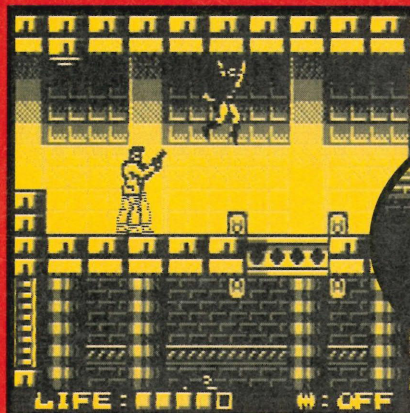
Check out Booster Boy™ today at your favourite games shop!

Contemporary Games plc, Hounslow, TW5 0PA



Saitek™

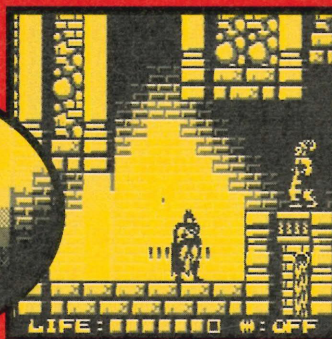
Holy Animation!



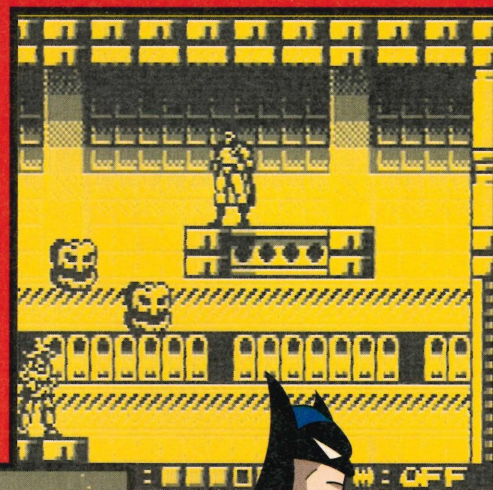
Left: An acrobatic Batman shows his skills off as he travels across the ceiling.



Above: Michael Keaton? Nothing but but a weedy Hollywood guy.



Below: Fancy foes and terrific backgrounds. Right: The Scarecrow takes a pounding!



Bat bonanza alert! Are we to expect to see the Joker or The Riddler? They're both here with their buddies. This time we have a whole range of new enemies including exploding teddy bears!

Having made numerous appearances in previously outdated underpants, Batman turns up this time in his newly animated form. This installment takes the winged wonder through the new series of cartoons which appear on TV. Very slick they are too!

Those of you who've played Return Of The Joker will know the general game layout. Platforms abound. If you've plenty of skill and cunning then it will come in handy here.

There are plenty of Super-villains everywhere, including some with part-time jobs. The Scarecrow and

Mr. Freeze are two of them and all the old adversaries are also around.

First off is The Joker - who's getting into the cuddly teddy bear business. Joker bears are, however, that little bit different. They're filled with a highly explosive time bomb! The evil so and so plans to take

Gotham all for his own and defeat Batman once and for all.

The first notable improvement on previous efforts is with the caped crusader himself. The sprite moves

with the grace of a ballet dancer. He does walk like a ballet star come to think of it, on his tip toes! He's easier to control than ever before. No swinging from ropes here, Batman

"An all-out winner once again for the Batman posse"



sections so when one of your three continues is used you start midway through the stage rather than at the start.

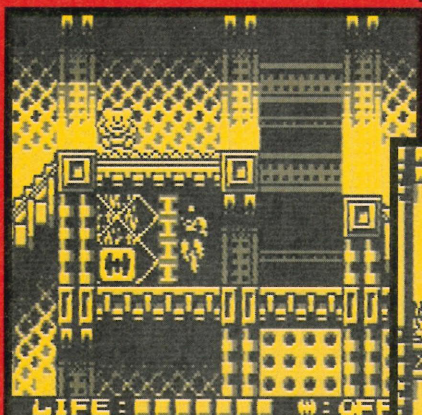
Don't think for a moment that this makes life easier for you. This is far from the truth. With all the hidden dangers including electric barriers, spikes in the floor, henchmen with either bombs or shotguns your game might not prove as successful as you'd hope!

As with the previous Batman excursions all aspects of the game are finely honed, down to the street lights in the distant city streets. Loads of detail and some intense gameplay means the animated series must surely become as equally popular as the other incarnations. Like the cartoon itself even.

Mr. Freeze brings a chill through the whole of Gotham and has to be stopped. Watch for the pistol carriers and a chance meeting with The Scarecrow. This is where Robin makes his appearance. It's down to you to find your way safely through the labyrinths.

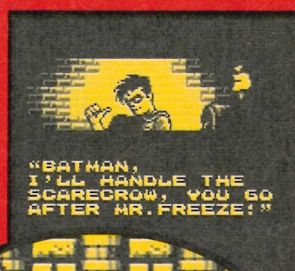
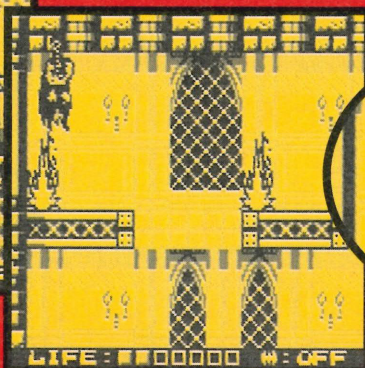
Batarangs and some much needed extra energy icons can be collected throughout. Some are located in the strangest of places so don't leave any stone unturned!

Bat Shark Repellent



Above: The batarangs are collected in containers of five. Use them wisely or suffer the consequences...

Right: Robin makes a guest appearance to help Batman along. He fails in his task and leaves it to his better half to complete. Below: The teddy bears fight back.



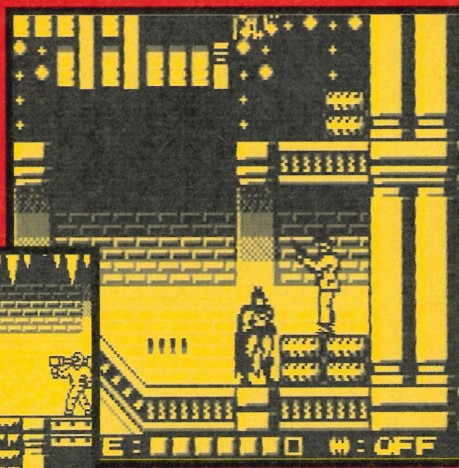
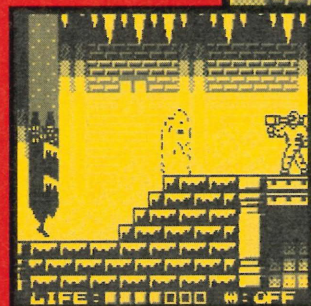
Above: The Joker laughs in your face as you fight for survival.

To the Batmobile!



Above: The bat flies into the night midway through the opening stage...

Below: A nice bat figure struggles to defeat one of Mr. Freeze's henchmen. Not too successfully here though.



Above: Careful, or you'll be blasted away with an awfully powerful shotgun.

BATMAN THE ANIMATED SERIES

Sound is as you would expect with an eerie tune during the starting sequence and a racey groove over the main game. Punching and firing batarangs have their own distinctive noise but, let's face it, we all know the 'Boys sound limitations. You've probably heard them all by now!

For an all-out rampage against the forces of evil in Gotham city, what better to dazzle your foes than a bright blue pair of briefs? Batman swears by them but Robin prefers the light silky green number. This is surely the winning combination in terms of underwear.



One Batmobile. Good enough for the intro but not for the game.

This game is yet another all-out winner for the Batman posse. More of everything, including clearer and incredibly detailed graphics, makes this an improvement on the excellent Return Of The Joker. Hurrah for super villains cos without them Batman wouldn't be around. Or would he?

Fans of the Batmobile will be saddened to learn it's been left in the

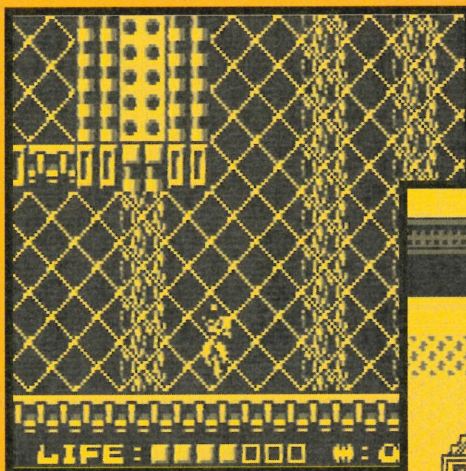
garage for this skirmish. No burning rubber through the streets of Gotham for you I'm afraid. Ah!

Well, you can't have everything all the time!

Plenty of time and effort has obviously been spent making this game such a force. The more you play the tougher it gets and the more impressed you become. Well I certainly did anyway. Trust me, I'm a tree surgeon!

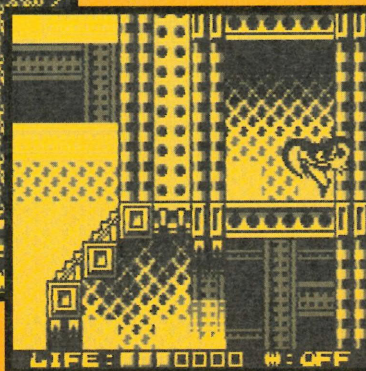
ANDY SHARP

"Time and effort have been spent making this game a force"

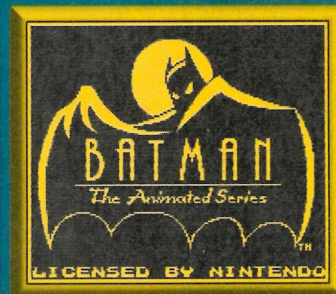


Above: A view of the winged one from behind a wire fence. Hmmm, interesting view point.

Below: Batman takes a stroll through the damp dingy levels taking no prisoners. Have no sympathy for evil doers!



GB PANEL



OFFICIAL RELEASE

PUBLISHER Konami

GENRE Platform

RELEASE DATE Out Now

PRICE £24.99

Basically this is another top cart in the Batman series. An improvement on Return Of The Joker in terms of playability, smooth scrolling and his new state of the art grappling hook. Neat intro sequences between each stage set the scene in style.

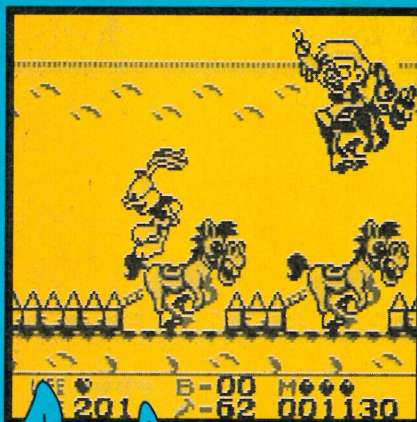
The Gotham city backdrop gives the game that gothic feel on the first stage as Batman explores the city buildings and rooftops. The only negative aspect for this platform bash is its lack of originality. The idea is much the same as the winged wonder's last outing against the Joker. Why fix something that isn't broken? Still, it's worth forking out your dosh for! This the most impressive licence for quite some time.



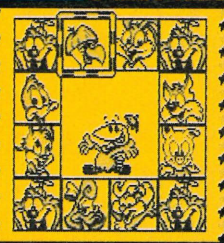
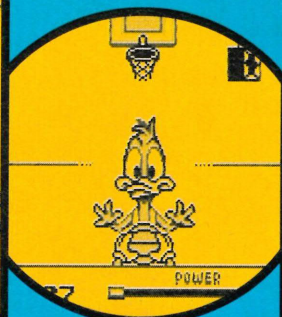
OVERALL

89%

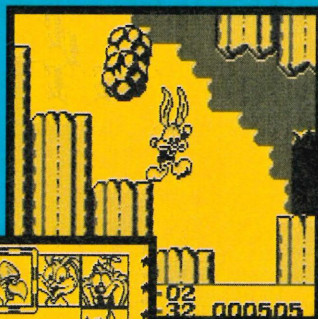
Get me some dip!



Left: Avoiding Cowboy Max at the end of the western takes a few circus skills. Below: Take on Plucky Duck in the one-on-one sub-game.



Left: Gogo Dodo and a few pals are happy to help. Above: Dodge the cascading boulders.



© 1993 Warner Bros.



TINY TOONS 2

Some Toons have serious attitude problems. Montana Max has an ego the size of Africa. Buster Bunny is out to cut him down to size.

sub-games provide a little light relief in between the movies. Top notch animation adds to the cartoony feel making a pleasant platform caper likely to put a smile on your face.

The graphics are in the same cute style that made the first instalment of Tiny Toons Adventures so aesthetically endearing. Sonics are likewise bouncy and cheerful to keep the jolly spirit alive while the battle against Max rages.

There's the usual platform fare of collecting items, in this case carrots, in order to boost the bonus for completing a movie.

There are also the usual leaps over gaping chasms and leaping onto the heads of Max's henchmen. What makes TT2 so appealing though is the overall presentation of sound, looks, gameplay and novelty.

"The graphics are cute and the sonics bouncy, cheerful and appealing"

Montana Max has opened a new high-tech cinema in town. Very nice of him you may think but in fact this is one huge ego trip. Max has cast himself as the star and Buster Bunny as the villain.

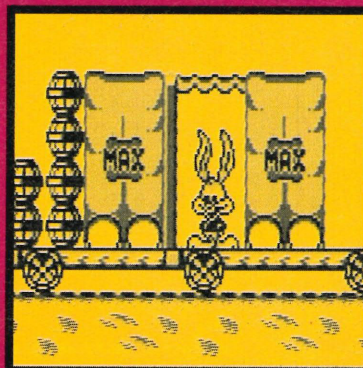
Buster and his Toon pals are rather unimpressed by this cinematic offering.

Enlisting the help of his chum Gogo Dodo, Buster nips across into the movies to try and change the stories. Buster Bunny is no bad guy and he's gonna prove it!

A western is the first film on offer. Not directed by John Ford, not starring John Wayne or Clint Eastwood, this is the movies Montana Max style. Gunfights and bar room brawls are out. Leaping over cacti and strolling past mooing cows are apparently in.

All the films are split into a number of smaller stages which should keep Buster on his toes as he hops, skips and jumps through the rugged countryside, imperial Japan, outer-space and a monster flick. Special dashes and leaps enable him to zip along through the levels at a real rip-roaring pace.

Basketball, tug-of-war and soccer

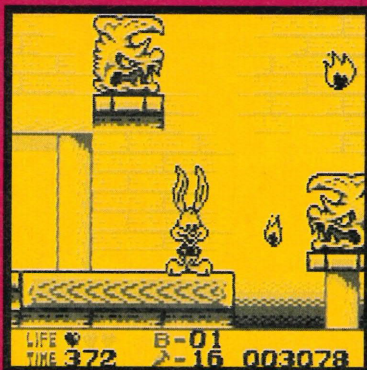


Above: Rollin', rollin', rollin', keep them wagons rollin', Buster.

Buster's little buddies can offer help and encouragement in the form of more carrots and hearts. Everyone is rooting for Buster 'cos if he fails all the Toons will have to suffer a sitting at Max's naff films.

Battling in the movies against Cowboy Max, Kabuki Max, CyberMax and Franken-Max will provide great entertainment for the captive audience in the cinema. It'll also provide great entertainment for all those who enjoyed the first 'toon adventure.

ROB SMITH



Above: Guardian statues spit fire in the samurai movie. Don't get singed!



Chinese lanterns, pretty and deadly.

GB PANEL



OFFICIAL RELEASE

PUBLISHER Konami

GENRE Platform

RELEASE DATE Out Now

PRICE £24.99

Montana's Movie Madness really is a pleasant little game which does a great job of what is a well worn style and idea. Okay so there is nothing innovative or original but it's put together with a bit of care and consideration. Although aimed primarily at the younger market it'll appeal to any games player who can appreciate its style and content.

I was a little concerned that TT2 was too easy since the first film was completed in a matter of minutes. Things became more challenging, however, in the later movies where new henchmen are thrown into Buster's path.

Definitely one for the younger audience. Mind you, TT2 will dish some light entertainment to any who lay their hands on a copy.



OVERALL

88%

F1 POLE POSITION

SO REAL YOU'LL SMELL BURNING RUBBER !

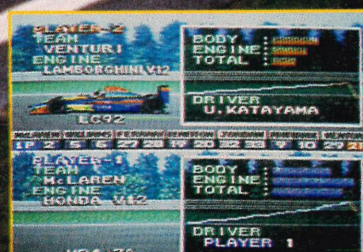
- 1 or 2 player, split screen display

- 3 modes of play - Free run, practice and World Championship

- 16 tracks, 7 car designs and 14 named drivers

- 5 ways to customize you car (breaks, tires, suspension, wings and transmission)

- Save your favourite car settings as well as your best races



Choose your car and driver for the perfect race



The famous track at Monaco has many chicanes and a tunnel as shown by the dotted lines



Customize your car's features to suit course conditions



The best 2 player F1 driving simulator available on the SNES and GameBoy (up to 4 players can play on the GameBoy if you own a 4 player adaptor)

BEAT
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F1
FORMULA 1
WORLD
CHAMPIONSHIP

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SLAM-EM



BEAT-EM



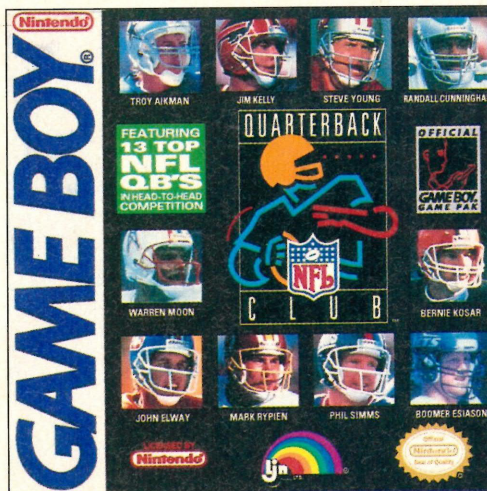
WEB-EM



SMASH-EM



THROW-EM



SNAP-EM-UP.

The biggest names, the biggest games, breathtakingly brought to life on the Game Boy.

The blockbusters that bust more blocks, these are the games that pack more action than a very action-packed thing.

5 killer carts for Game Boy addicts everywhere.

REVIEW

© Columbia TriStar Films (UK)

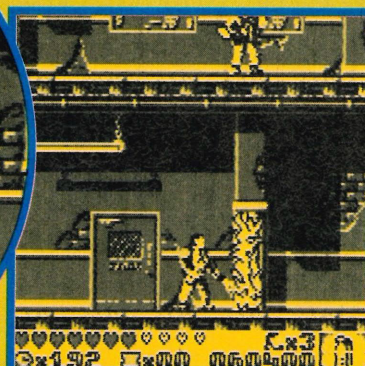


Above: Crash and burn on the freeway. Other cars can be smashed off the road to get those important tickets.



The tough world of the movie star is nothing next to the beatings given by yobs.

Below: There must be a machine somewhere at which Jack can swap the tickets for other handy items!



LAST ACTION HERO

Life in the movies is a doddle. Get into the real world and you start getting hurt. Jack Slater faces this problem as the Last Action Hero.

Getting your hands on a magical movie ticket and zipping into the celluloid world may seem like a dream come true to most. For young Danny Madigan this dream came true, but as a nightmare.

Dodging bullets and bad guys, shooting around in manic car chases and never getting hurt is tremendous fun as Danny finds out. With silver screen mega-star Jack Slater to do the real fighting Danny enjoys the ultimate rollercoaster ride. Things, of course, go wrong when movie villain Benedict gets hold of the ticket and uses it to flit to the 'real' world.

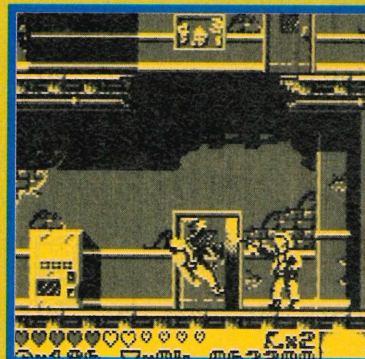
Jack just has to help. He pursues Benedict to this world where punches hurt and car crashes have an unnerving habit of being fatal. The mission to save the world begins, for some strange reason, in school. Here, street punks fight in gangs, gun-toting yobs run amok and fires are started for fun.

"Dodging bullets and bad guys and never getting hurt, tremendous fun"

Okay so Jack Slater is still one tough guy but is by no means the invincible persona put across in the movies. He discovers this nugget of info very early on as the yobs are more than capable of giving him a kickin' if he's not careful.

The basics of the job involve collecting a number of tickets which can be swapped for useful items like fire extinguishers and bombs. Tickets float around the detailed backdrop of the delapidated school and have to be collected, along with the few dropped by punks after you've beaten them senseless.

A roof-top meeting with the mad axeman, Ripper, can cause serious probs for Jack once he's sorted out the juvenile delinquents. This done, Jack takes to the pot-holed free-ways in a thrilling high speed car chase involving plenty of smashes,



Above: Bullets hurt. A young thug fills the screen star with lead.

crashes, death and destruction. Just the usual thing you'd expect to see on an American Interstate.

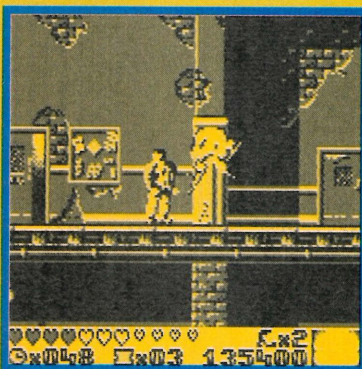
The Jack sprite moves quite effectively. Plenty of care has obviously gone into the shading when he moves. Jack also moves with some pace, a little too much at times as he can become difficult to control, especially when judging distance from an opponent for the special roundhouse kick.

There's some standard platform-beat-'em-up fare to enjoy and a fair bit of variation in the gameplay. Just enough overall to keep you interested in sticking with it to the end.

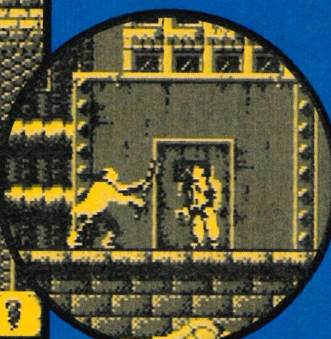
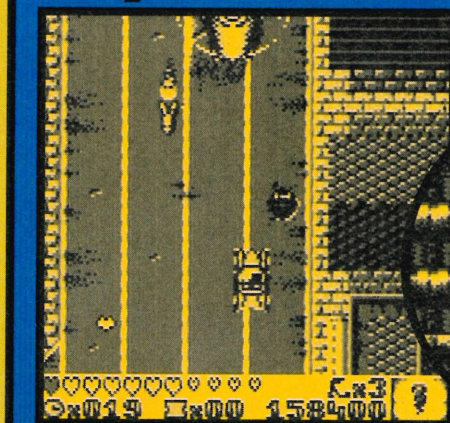
ROB SMITH

Say this word

Left: A bomb dropping helicopter does some damage to the highway and to Jack's car. Below: The first rooftop confrontation with mad axeman Ripper.



Above: Extra tickets are needed for bombs to blow doors in the school.



GB PANEL



OFFICIAL RELEASE

PUBLISHER Sony Imagesoft

GENRE Platform/Beat-'em-up

RELEASE DATE Out Now

PRICE £24.99

After Sony Imagesoft's disappointing last licence, Cliffhanger, Last Action Hero is a pleasant return to a bit of form. The film suffered badly on the back of Jurassic-mania but the spin-offs have still appeared.

The graphics are a vast improvement on Cliffhanger. The driving section adds a variation to the usual gameplay on offer. Having said that, repetition does crop up over the nine levels. Kill Ripper in scene two and he returns as a more awesome adversary in scene eight. Nil points for imagination.

Last Action Hero is by no means a classic but has some neat touches to enjoy for fans of the film and those not sick to death of platform/beat-'em-ups.

GAMEPLAY

PRESENTATION

LASTABILITY

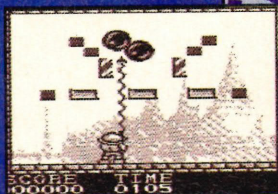
OVERALL

80%

GOOD NEWS FOR YOUR GAME BOY

ACTION

Fast-paced thumb-numbing action features prominently in this classic arcade shoot 'em up. Save mankind from an invasion of killer balloons - power-ups, exotic locations, wandering baddies, and wave after wave of murderous inflatables.



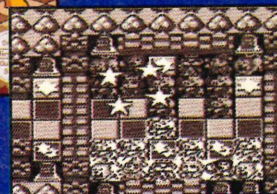
ADVENTURE

A heady mix of action, adventure and prehistoric nasties combine in this excellent sequel to Adventure Island. Features some weird and wonderful pick ups, and a whole gang of helpful dinosaurs to befriend and use.



STRATEGY

Chess meets swords 'n' sorcery meets medieval warfare in this game of high strategy. Castle Quest is a totally new kind of electronic board game for 1 or 2 players.



CARTOON

One of the history's most popular and enduring cartoon characters take on the cream of the world's super villains in this brilliantly varied action adventure. Boasting sections on land, sea and air, and a whole Magic Bag of different tricks - Felix The Cat has playability by the pawful.



TIME TO PLAY...

Competition Coupon

When you put the raised coloured letters in the correct order, you will find a wellknown SNES title from „Hudson Soft“, which can be played by up 4 people at the same time.

S U P E R [] [] [] [] [] [] [] []

Name: _____

Town: _____

Street: _____

Age: _____ Your Machine: _____

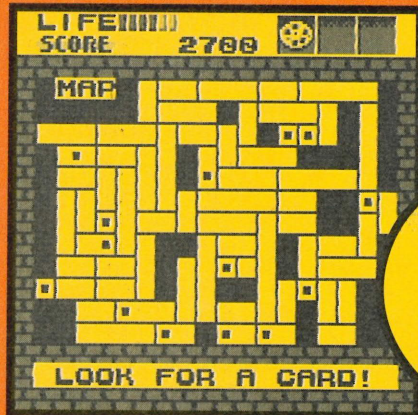
Every month we will pick out winners who will receive great prizes (t-shirts, clocks etc.). The decision of the judge is final.

Hudson Soft (Europe) GmbH • GB Competition
PO Box 3310 • London
SW1Y 6DP

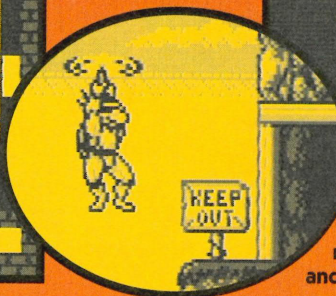


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Pizza to go



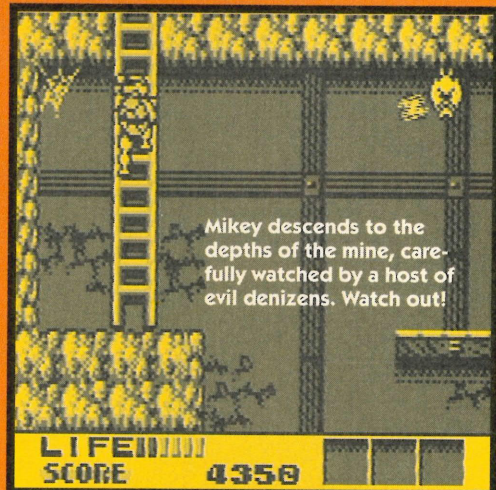
Left: Find your way to the baddies with this helpful little map. Below: Mikey twirls into the cave.



IF YOU DARE TO RESCUE THEM, COME TO THE ABANDONED MINE AT THE EDGE OF THE CITY.



Above: Mikey gets the message from the helpful villain. With a cow and a bunga he's off! The ninja skills are finely honed and he's ready for action.



© 1993 Mirage Studios

It's a quiet, relaxing time for the Turtles. Shredder got his comeuppance a year ago and the heroes have had the chance to engage in a bit of rest and rehabilitation.

A pleasant evening in the Turtles' sewer retreat is interrupted by April's cheery face reporting on an amazing jail break. The ace news reporter is just about to reveal the name of the escaped villain when the report suddenly goes dead. Without pausing for breath three of the intrepid hero turtles leap into action on a rescue mission.

So, where was the old favourite Michaelangelo while these shenanigans were occurring? Hands up those who'd be surprised to learn that he was out at the pizza joint. Hmm, none, as I thought.

On returning to the hideaway Mikey notices that something is amiss. He's quick like that, y'know! Suddenly the TV crackles and an evil voice tells Mikey that his friends have been kidnapped. Perhaps Raphael, Donatello and Leonardo are a little ring rusty. Can this be right? Turtles captured? And who exactly is this heinous villain?

A challenge is laid down. If Mikey feels capable of pulling off this radical rescue he's told to go to the disused mine on the edge of town. Don't you just love these nice villains who tell you were to go to kick their butts?

TEENAGE MUTANT NINJA TURTLES II

Turtle power returns with a Radical Rescue. Not only has April vanished but so have three of the boys. Mikey signals the cavalry charge. To the rescue!

Of course, Mikey can't resist such a challenge. His friends' lives are at stake, the pizza munching can go on hold for a while. Cowabunga dudes, Mikey's on his way.

The action starts outside the mine where already baddies start appearing thick and fast. It's now down to those ninja skills, the expertise with the nunchukas coming in very handy. A swift swipe and a flying leap will see Mikey into the mine where things start to get really tricky.

The mine is inhabited with all manner of hideous beasts from the marauding minions of the villain to bats and scorpions.

Descending into the hideous depths Michaelangelo has to keep all his wits about him as the beasts attempt to thwart his mission at every turn.

When zapped with a quick flick from the nunchukas some of the villains leave behind slices of the life-preserving pizza. Also scattered around the mine are other full piz-

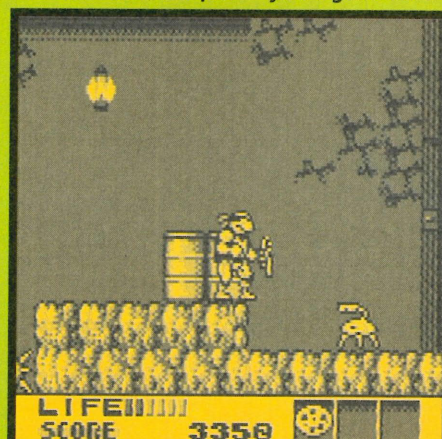
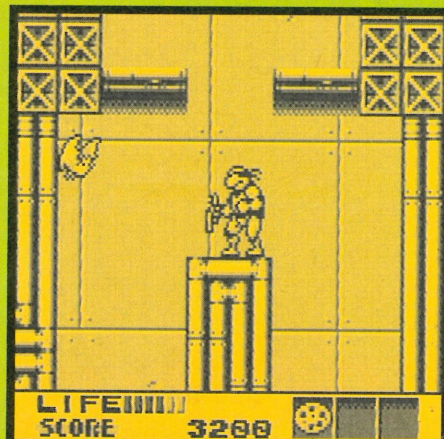
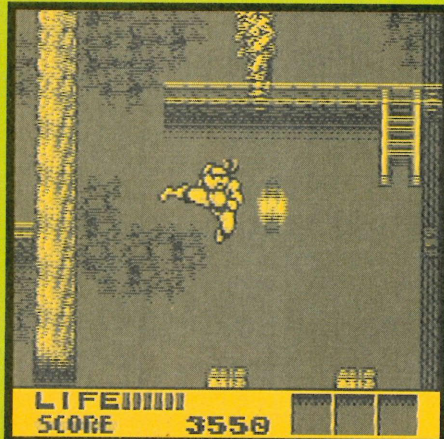
zas which happily replenish Mikey's flagging energy when things get a little hairy.

A very basic map gives a rough idea of the location of some of the bosses needing to be defeated in order to complete the rescue.

Finding your way to these locations isn't easy but after a few games you'll get to know where danger lurks, and how to avoid it.

The bosses present some serious problems for even the most adept of ninja-fighting turtles. They're difficult to defeat but when you finally send them to meet their maker you'll get back one of your pals.

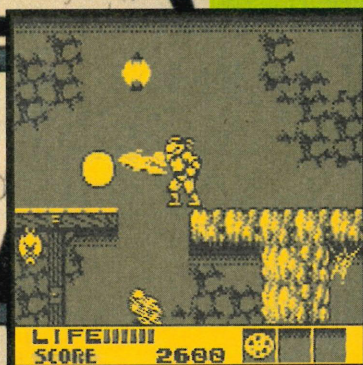
"Nice villains kindly tell you where to go to kick their butts"



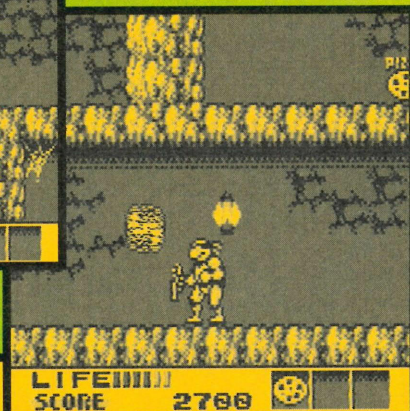
Far left: Mikey despatches enemies with a highly effective flying kick. Mid left and left: The Turtles have to see off bats and scorpions on this radical rescue mission. No problem when the green-shelled heroes are loose in kick ass mood.



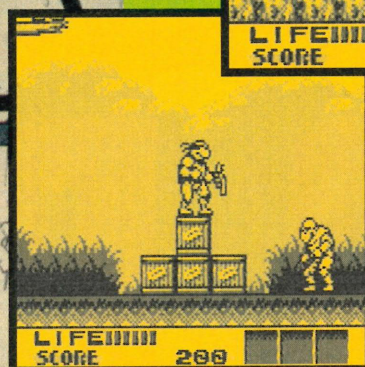
'I love being a Turtle!'



Left: The awesome power of the nunchukas in Mikey's more than capable ninja hands.



Above: Look out for falling masonry from the ceiling. It's no wonder this mine is closed if the roof keeps falling in. Left: The mummified bad guys start to get in the Mikey's way as he approaches the mine.



Leonardo is the first to be rescued. He'll swish, swipe and swash-buckle his way through the mine cutting enemies to bits with his sword. This is a neat feature of Turtles 3. When each of the guys are rescued you can select to play any one of them. Although their moves are all pretty much the same you do get a little bit of variation in the type of death-inducing weaponry they each pack.

The graphics are pretty neat, scrolling smoothly through each of the flipping(!) screens. Backdrops are sufficiently detailed to give some feel to the locations but don't obscure any of the action.

The animation on each of the Turtles is impressive. While most of the standard bad guys are not particularly detailed the bosses are bold and well-animated, as well as being rock 'ard! Sonics are quite average I'm afraid and add little to the overall experience of being a Turtle.

The nameless villain presents something of a major challenge for the young band of green-shelled heroes so if this kind of fare is your cup of tea then you should be kept entertained for a while.

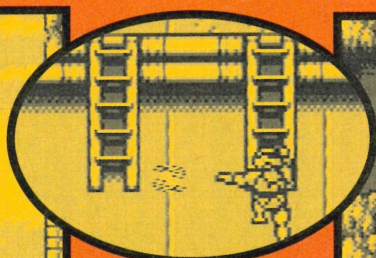
Not outstandingly original at all but perhaps expecting a spark of originality from a Turtles game is wishful thinking.

ROB SMITH

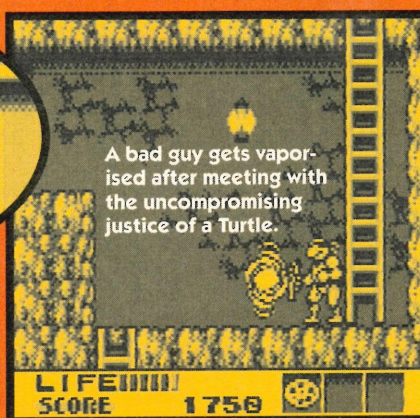
"Bosses are bold and well animated as well as being rock 'ard"

Fortunately a password system does let you continue from various points once you've reached a boss and probably had a good kickin'.

It's not easy being green



Top left: The first mean looking boss. Left: The second isn't much friendlier either! Above: Throwing shurikens are one of the deadly skills.



A bad guy gets vaporised after meeting with the uncompromising justice of a Turtle.

GB PANEL



OFFICIAL RELEASE

PUBLISHER Konami

GENRE Platform/Beat'em-up

RELEASE DATE January

PRICE £24.99

They're back with more pizza munching and cowabunga-ing. How much can we handle? There's nothing to particularly dislike or get annoyed about in this latest Turtle adventure, it's a dead standard platform-cum-beat 'em up.

For the ardent Turtle fan it'll probably be highly enjoyable but it just doesn't offer enough to persuade new converts to become devotees of Turtle ninja antics.

The neatly polished aspects of the Radical Rescue prove that effort and care have been put into the production of the game.

Unfortunately little went into creating something new or vaguely innovative. Pleasant enough but dull in the "we've seen it all before" mould. There's not much more to say about it.

GAMEPLAY

PRESENTATION

LASTABILITY

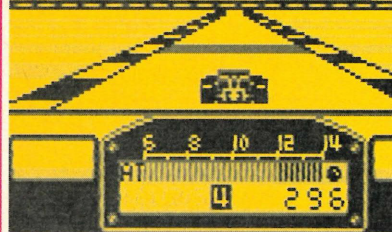
OVERALL

79%

Race to victory

TP: 1/16TH LAP 7 TOTAL 02' 28" 8
LAP 1' 09" 99

Storming through the finishing line at top speed but there's still another six laps after this one. Keep concentrating.



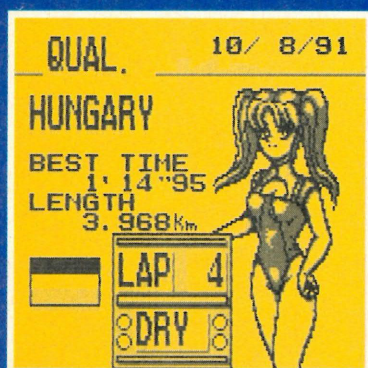
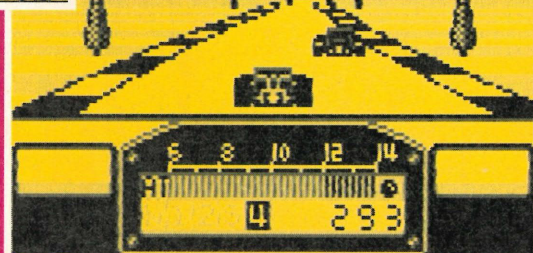
Right: Mansell never got this kind of congratulation on the rostrum. There's no wimpy bunches of flowers to be seen!



Left: Take the chequered flag in world beating style. After eight laps of high pressure racing some celebrating is in order.

TP: 1/16TH LAP 3 TOTAL 03' 08" 2
LAP 0' 30" 59

Powering past one of the also-rans. A collision could be costly so stay alert.



Above: Babes present the qualifying info in very appealing fashion.

F-1 POLE

Who do you wanna be? Prost? Senna? Mansell? Murray Walker? Be whoever you want and drive for any team in Ubi Soft's F1 flyer.

Let's be honest, there are one or two driving games already on the market, ranging from the quite awful to the jolly decent. Ubi Soft are taking a bit of a gamble throwing their two-penneth into the arena.

It does seem like a worthwhile gamble, however, as F1 joins some of the very best at the top of the driving game pile.

A slightly different angle has been presented to the standard format of lining up on the grid and then blasting off towards the chequered flag. With Pole Position your presence on the grid ready for the green light has to be earned.

The world of the formula one driver is high pressure and high profile. They don't just let anyone wander on to the grid on a whim of wanting to be world champion. In this game you have to earn that vaunted honour by competing for a contract.

There're loads of options to change the set up of your car so no complaints can be made about the useless hardware if you fail to qualify. The usual pros and cons apply. An automatic gearbox gives the lowest maximum speed but of course is easier to control.

Tyres can be changed to suit the conditions and other bits of chassis and suspension can be tweaked into the format with which you're most comfortable.

Now, with a smart pit crew to help out with fresh tyres and other bits which you may bend while out on the circuit, you're ready to qualify.

The track is your own. A list of times already posted by the likes of Prost and Mansell give you some idea of your target. It's gonna be a real case of foot to the floor, high speed corners and no holds barred

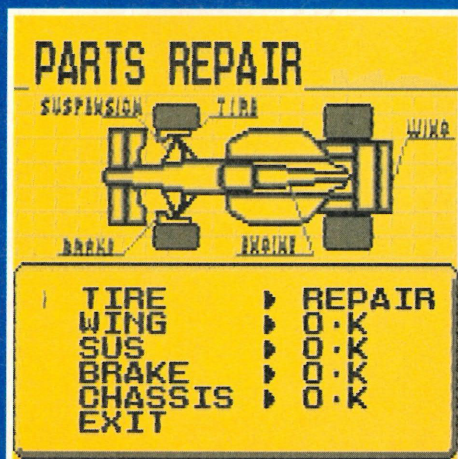
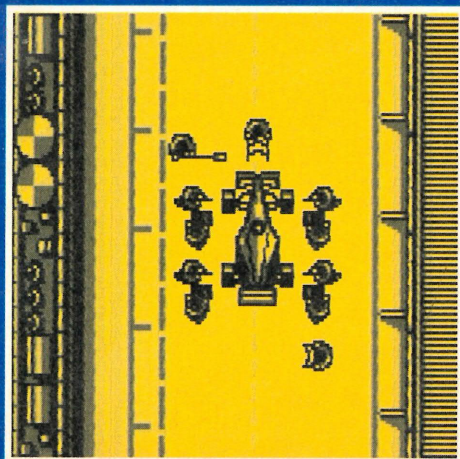
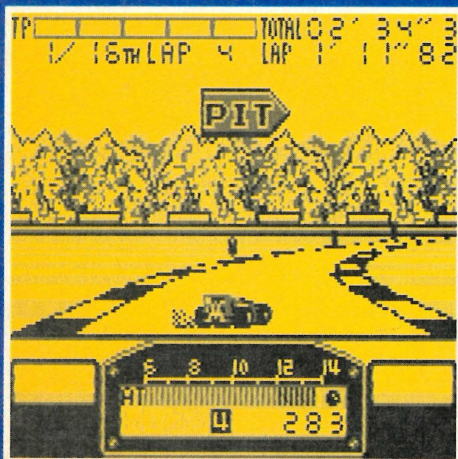
aggressive driving to be one of the top sixteen and earn your place among the greats.

Team bosses expect some kind of return for their expensive investment. Running a car in the world championships costs an arm and a leg, especially when you lose control on any of the incredibly dangerous hairpin bends!

The pressure is on to qualify for at least two and complete at least one of the four races for which you're originally contracted.

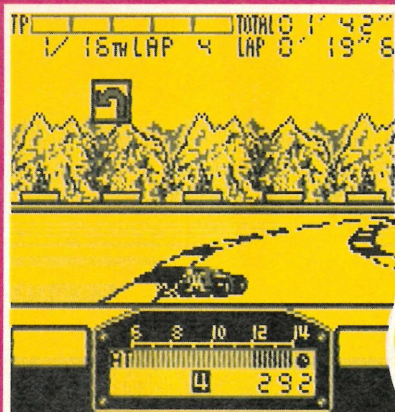
Viewing the car from behind there're four qualifying laps to make the time. Make the grade and you'll line up on the grid alongside Ferrari's, William's and McLaren's.

"You have to earn the honour of competing in Grand Prix"



Far left: Pull into the pits for fresh rubber. Mid left: The mechanics get working on a speedy pit stop. Left: The tyres have taken some hammer on the tight corners due to my naff driving. A repair job is in order.

Vrrooom!!



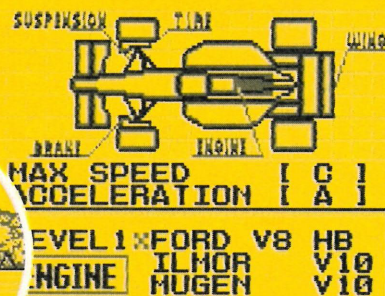
Above: Struggling to control a tight right hand bend with a steep left to follow. These F1 drivers have to stay alert.

CONTRACT TEAM/ZK.
AT LEAST 6TH
IN ALL RACES
AT LEAST 2ND
IN TWO.
RACES LEFT 4



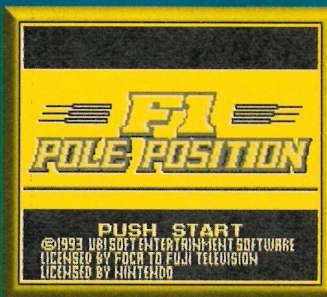
Top Left: The fourth contract. Bottom left: Green light for go on the qualifying lap.

SETTING



Above: The settings could prove vital. Careful consideration is needed to get maximum performance out of the car.

GB PANEL

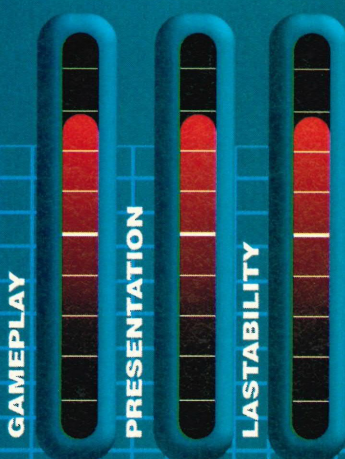


OFFICIAL RELEASE
PUBLISHER UBI Soft
GENRE Driving Sim
RELEASE DATE Out Now
PRICE £24.99

Through the congestion of the driving game market F1 Pole Position breezes into the top three. Surpassed only by Nigel Mansell's, F1 offers plenty of speeding action. The new angle of earning a contract gives what could be another standard sim a breath of fresh air.

It's not perfect though, like not getting a new contract even though I led the world championship by a virtually unassailable margin. The times aren't entirely accurate. It just so happens that there was a neat 21/100ths of a second between all the places. Coincidence that, isn't it?

F1 Pole Position offers a real driving challenge. There's enough here to test the qualities of learners and advanced motorists alike.



OVERALL

83%

POSITION

Green light and off you go for eight laps of high speed overtaking, accelerating and braking (braking, what's that then?).

After the early difficulty of actually managing to qualify for a race, the actual race itself is surprisingly easy. By remembering where any of the awkward bends are there's little to stop a surge to the front.

Tactics do play their part. If the positions are quite close the timing of a pit stop for fresh rubber can be vital. Finish in the top six for those all important rewarding world championship points.

Complete the requirements of the first contract and the second will expect slightly higher standards. So this goes on until a full season of sixteen races has been completed.

One gripe is that if you fail to qualify for a race in later contracts then it's game over regardless of your position in the world championships. There I was, 29 points clear at the top after 11 races and the car breaks in qualifying so I had to retire. Game over. What a pain.

Anyway, the backdrops of the 16 circuits are nicely detailed and move around as the car swings around the corners. To keep you company in your lone battle for success there's a whopping great 70 tunes to choose from. Well, actually there's about 20 tunes and 50 different buzzing FX.

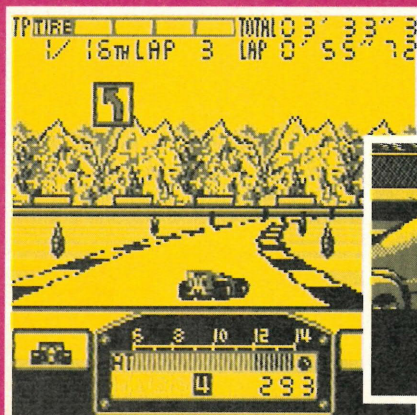
"F1 Pole Position could well provide the thrills and spills you seek"

Then there's the multi-player option to allow up to four players to compete simultaneously. Plenty of laughs available here crashing in to friends and not letting them pass. Hint: use the wing mirrors to see when cars come up behind and move in front to stop them getting by. I'm not sure that this is quite in the rulebook but it can be quite handy.

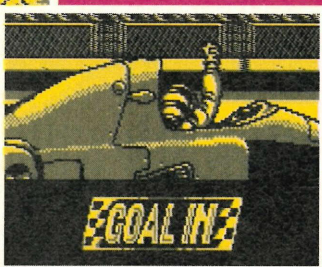
A really playable driving game which suffers from a couple of minor flaws. The sloppiness of some of the presentation grates a little but if you're after a driving game, F1 Pole position could well provide the thrills and spills which you seek.

ROB SMITH

The need for speed



Left: Check the rear mirror to see cars approaching, then pull in front of them! Below: Arms aloft for another lap of honour.



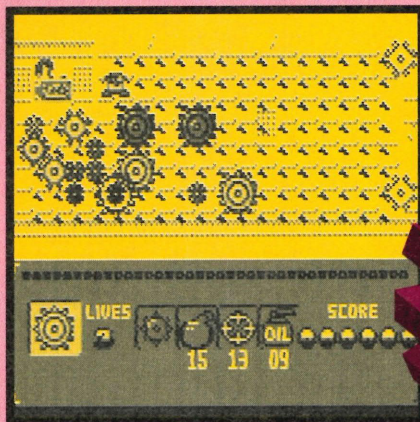
RESULTS FINAL RACE

P.	DRIVER	TIME
1	ROB	06' 45" 09
2	ALESI	06' 45" 30
3	PIQUET	06' 45" 51
4	BERGER	06' 45" 72
5	ANDRETTI	06' 45" 93

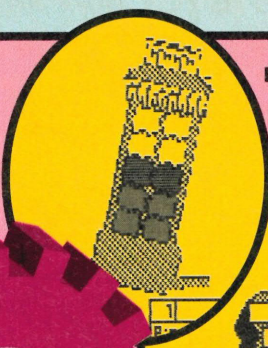
YOU ARE RANKED 1

Above: A fine result but just look how evenly spaced all the others finished. I'm sure I lapped most of them as well!

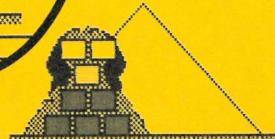
Daisy daisy



Left: Take a good look at this shot. It will look very familiar soon.



Left: The leaning tower of Pisa, complete with sub levels, looks suspiciously like the Tardis.



The Sphinx is the second stage and here is the progress screen.

2
Gisa-Egypt

GEARWORKS

Manic cog distribution alert! A bizarre puzzler for all you budding clocksmiths out there (?). Here's the task of a lifetime for y'all...

Do you have what it takes to transform 12 of the Wonders of the World into humongous time pieces? Well, that's your goal in life when you slap this cart into your 'Boy! Strange, but true. What will they think of next?

To help you on your way is a big tool box overflowing with live explosives, oil and more gears than you could probably think of.

Along with all this is the all-important high powered rifle. Why would you need a rifle I hear you cry? Well, this game isn't just as simple as constructing working mechanisms. You also have to get rid of the Poffins.

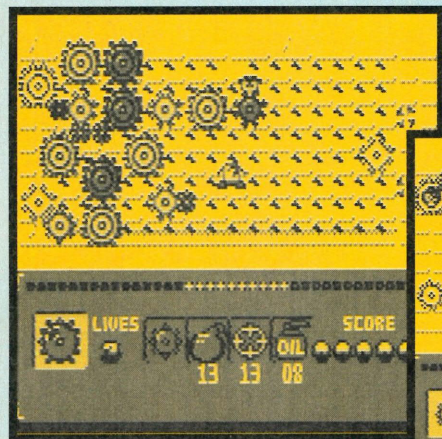
Poffins are out to make your difficult task even more daunting! Poffins are gremlins specialising in the art of getting in the way. Not only do they rust gears to prevent them spinning on their mounting pegs, they also break the important pegs thus scuppering your vital progress.

Each gear is a different size and it takes a while to discover where they link properly.

Link all the gears successfully and you'll have completed one of the sub levels that make up part of the whole clock. Don't you feel great!

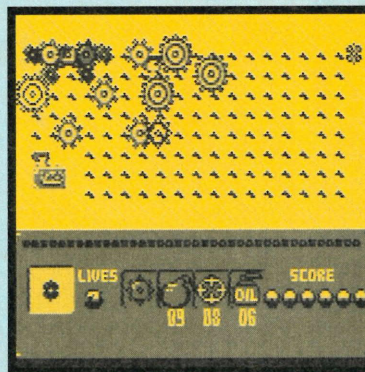
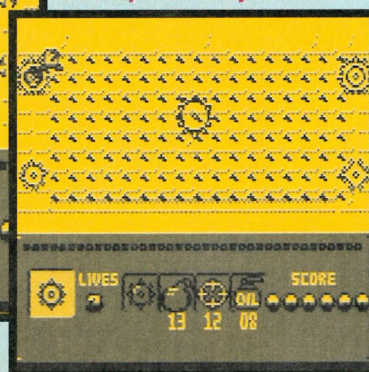
Occasionally a gear will seize and your trusty oil can has to be used to loosen it up again. Don't let the Poffins ruin your day.

"it may be an original concept but it hasn't been converted well"



Above: Poffins, gears and pegs! Here they are in all their 'glory!'

Below: Watch out for the Poffins for they will cause you untold problems the further you get. Poffins, what a stupid name.



Place the gears wisely and complete the chain... if you can be bothered!

Such a strange concept for a game but is it any good? Well, frankly, it's not much cop. Not only is it tedious, some of the gears are so small you can barely see them with a naked eye.

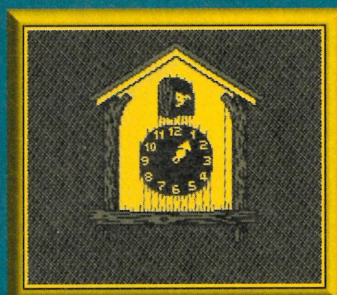
For such a simple gameplan it seems to take an ice age before you understand exactly what's expected of you. A monitor in the bottom left of the screen provides a little help by letting you know what size gear is coming next.

Controls are pretty simple to use once you've spent a little time playing. That's if you really want to spend that amount of time playing this. It's just so difficult to get into.

For those people who will actually perservere, passwords are available. These allow you to restart anywhere in the game.

Ultimately, as far as puzzle games go, it may be an original concept but it hasn't converted gracefully onto the small screen. There are many more essential puzzlers on the shelves of your local stores. Krusty's Fun House and the mighty Splitz for example. GearWorks may break the mould, but it won't stand the test of time! **ANDY SHARP**

GB PANEL



OFFICIAL RELEASE

PUBLISHER Sony Imagesoft

GENRE Puzzle

RELEASE DATE Out Now

PRICE £24.99

What is going on when a totally average game is converted onto the Game Boy? I really don't understand why somebody attempted to turn this puzzler into a Game Boy game.

Despite the originality of the concept, the end result is quite poor. Some of the gears are so small you need a magnifying glass to see them. It seems to me that the whole thing is a wasted project. It's guaranteed to annoy anybody who has the misfortune to play this monstrosity.

The greatest puzzle about this is why anyone would want to play it? There are no redeeming factors for this sad game.

GearWorks takes ages to suss and the dismal gameplay makes the effort totally unworthwhile.



OVERALL

42%



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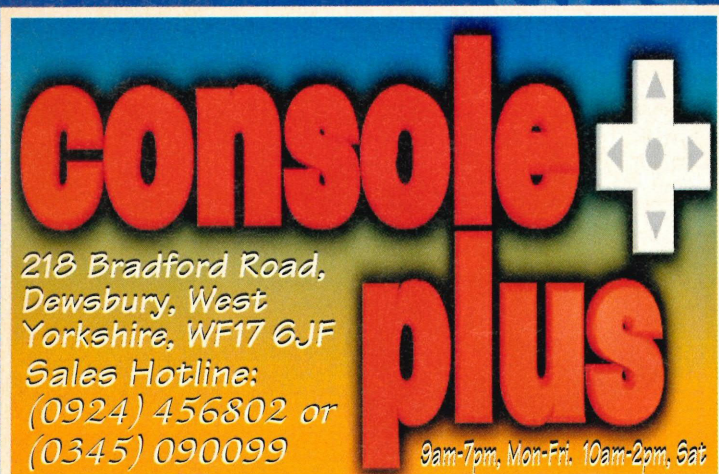


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COMPETITION



The competitions get better every month. Sony Imagesoft have some marvellous film related goodies to give away. Last Action Hero and Dracula are both blockbusting movies and top Game Boy carts – check out this compo for some of the most amazing prizes you'll ever see.

Two lucky first prize winners will each receive an official top quality bomber jacket from one of the two movies as modelled by the Europress chicks. They're both black and warm with a beautifully embroidered film logo on each.

Ten runners up will win a soundtrack CD from one of the movies. The Last Action Hero CD features Fishbone, Cypress Hill and ACDC, whereas the Dracula CD has music from Wojciech Kilar. Five bronze medallists will each receive a quality white cotton Last Action Hero t-shirt.

To enter, simply answer the three simple questions below and remember to state which movie's souvenirs you'd prefer if your entry is successful.

LAST ACTION HERO WIN OFFICIAL MOVIE GOODIES

QUESTIONS

- 1) Dracula is reputed to have arrived in England at:
a) Normanby c) Whitby
b) Selsy d) Saxony
- 2) Last Action Hero stars:
a) Greg Mitchell c) Arnold Schwarzenegger
b) Graham Lister d) Korky
- 3) The first Dracula film ever made was called:
a) Bride Of Frankenstein c) The Sound Of Music
b) Plague Of The Zombies d) Nosferatu

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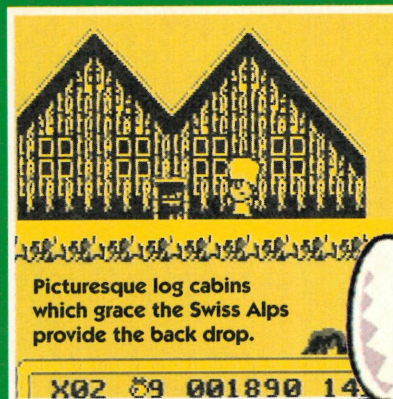
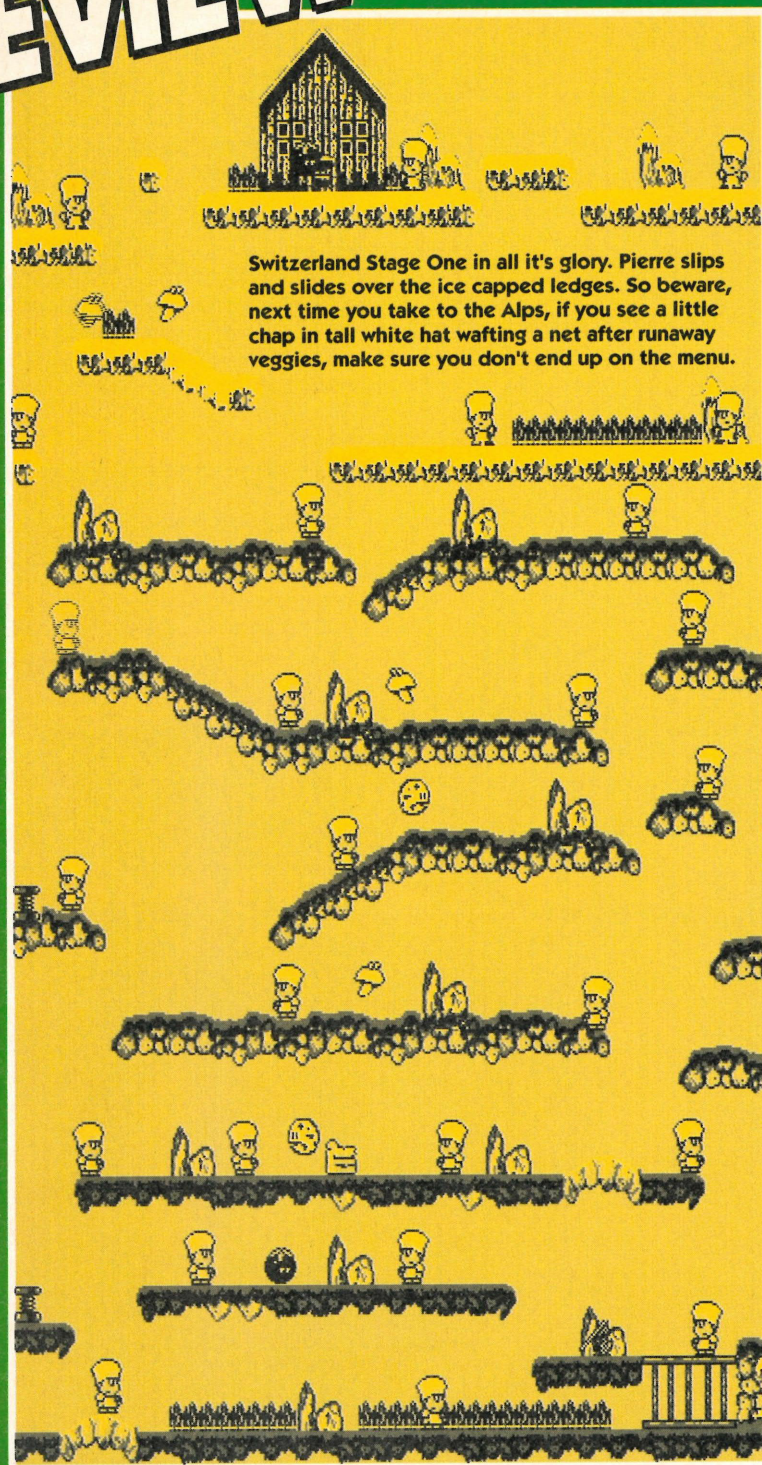
ANSWERS

- 1) _____
- 2) _____
- 3) _____

Answers to be in by 28TH JANUARY 1994

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OUT

Pierre le chef est arrivé. A worldwide reputation for culinary wizardry is at stake and it's up to you to keep it intact.

The rich and famous people of the world are going to have to eat junk food or even cook for themselves if Pierre fails in this little mission. Makes your heart bleed just thinking about the possibility.

Y'see, Pierre's ingredients have done a runner, skipped bail, gone AWOL, pegged it. The little French chef, famed throughout the land for his skill with a mixing bowl and spatula, must now trog through various countries, retrieving said food.

It's that simple. Jet around to some far flung places famous for

their mouth-watering cuisine and collect the runaway ingredients.

What Pierre needs to accomplish this tiresome task is a net. Located near the start of each stage Pierre must grab this net and then with a swish and a twirl, hook the mushrooms and tomatoes. The dastardly veggies don't stand still and just let Pierre drag them off to the cooking pot. Ohhh no.

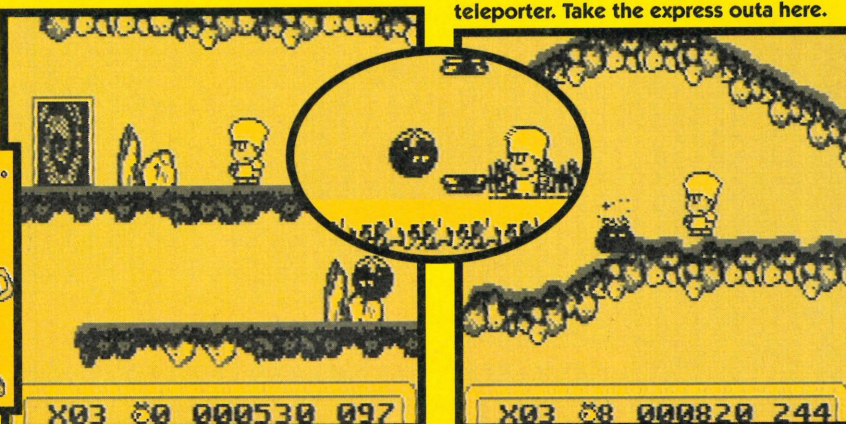
Obviously rather chuffed by this new found freedom the ingredients hop, skip and jump around, knocking the wind out of poor Pierre if he deems to get in their way. Vicious veggies!

There are a number of ways Pierre can assert his authority over the garnishes. The easiest and most

"Starring the little chef famed for skill with mixing bowl and spatula"

Marco Pierre White

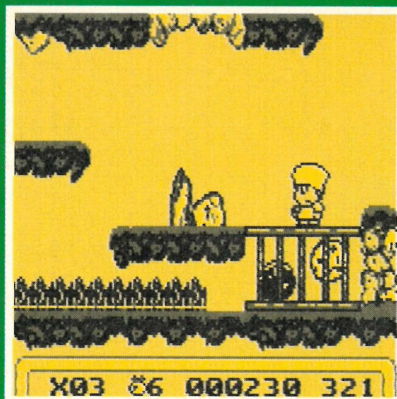
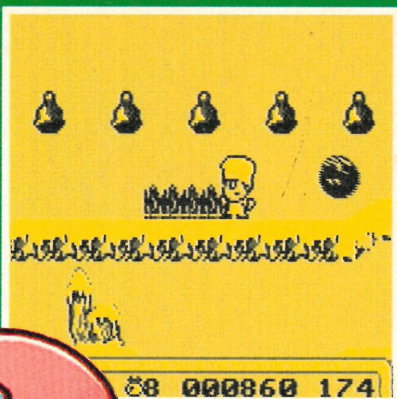
Right: The warp door. At last Pierre can escape from this barren land to... another barren land. Below: Are you ready?



CONVERSELY

Well really, we beg to differ! We're prepared to concede that Out to Lunch doesn't match up to the all-conquering Chicken but it is annoyingly addictive all the same. It seems like a simple game but pitting your memory against the clock results in a genuine challenge, especially when you just fail to complete a level. We rate it 83%. Other Rob & Andy

Right: The bells! The bells! And not a cow in sight. Far Right: The cage into which Pierre must place the food before it's served up in some posh eatery



OUT TO LUNCH

effective is to leap on top of them and then quickly scoop them up in the net while they sit stunned by what's just happened.

Also available are bags of flour which stun the food when thrown, and sauce bottles which enable Pierre to shoot a fiery bolt, inflicting an instant cooking.

Once captured the ingredients have to be placed in a cage for safe keeping. Eight bits of food need to be caught and caged in the opening levels. A warp door then opens up which Pierre can use to be transported to the next stage or country.

The snow-capped mountains of Switzerland provide Pierre with his first jaunt. Rocky outcrops are used to leap from ledge to ledge, capture the food and then return it to the safe keeping of the cage.

As you might expect from ice covered ledges in Switzerland, they are a little slippery. Pierre has to indulge in a touch of John Curry-esque skating (nice figure skater man from the seventies) making control of the little chef a bit awkward and at times annoyingly sluggish and unresponsive.

Things are complicated by bacteria roaming around and infecting Pierre's captured food. Then there's the jealous Le Chef Noir. This ruffian is envious of our Pierre's success and will endeavour to get in his way and prevent the culinary king getting his gastronomic masterpiece onto the dinner table.

Graphically, Out To Lunch is cute enough, but suffers from being unfortunately bland. The Pierre sprite is small and isn't well detailed, but has a couple of cute little expressions when he falls or is bashed by a rogue ingredient.

The music is jolly enough with quite appealing in-game tunes and FX, presenting Out To Lunch as a pleasant, wistful and jolly little platform caper. It's a shame that all this is marred by the fact that there's absolutely nothing to it.

While the stages of each country vary a little, the challenges throughout the game are all the same. A time limit for completing each

stage, and finding the warp door out of there gives some sense of urgency but this doesn't help make the levels at all appealing.

There's little to motivate Pierre to make sure that the delicacies are served for the rich and famous before they get hungry or agitated.

Professional pride is all that can be keeping Pierre bounding around the same stages and not just rustling up some beans on toast instead.

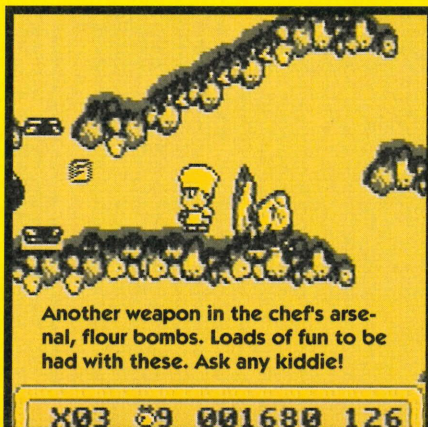
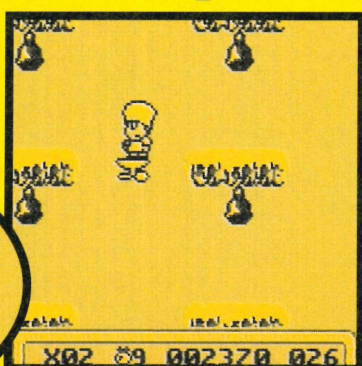
I'm surprised that there can be so little to Out To Lunch. Perhaps there're some secret bonus levels floating around just waiting to be found and break up the monotony.

Unfortunately the grabbing of ingredients, falling from ledges and finding the warp doors is too infuriating. If Pierre is carrying a number of ingredients but then gets bashed by something, those captured bits escape making him have to go and grab them again. All very annoying. As you may've guessed, this isn't one of my favourites. **ROB SMITH**

"Pierre has a couple of cute expressions when he falls, great."

Mmm! Free hotpot!

Below: Sauce with a real kick. When not employed in the kitchen it makes ideal wallpaper stripper. Right: Which floor sir? Pierre takes a lift to retrieve the net.



Another weapon in the chef's arsenal, flour bombs. Loads of fun to be had with these. Ask any kiddie!

GB PANEL



OFFICIAL RELEASE

PUBLISHER Mindscape

GENRE Platform

RELEASE DATE January

PRICE £24.99

Well, the graphics are okay, the sound's okay, it plays okay, but Out To Lunch is intensely boring. I can't give it too low a mark because what it does it does well enough but what is there to it?

Each platform stage is fairly small so there's little challenge. The leaping around on to the ingredients has very little endearing appeal. Later stages offer little else new, maybe a transporter or two. It won't take long for you not to care what Pierre serves up.

Having produced the engaging platform romp Alfred Chicken, Mindscape have proved that they can produce really good games. Unfortunately the blandness of Out To Lunch means that I'm afraid this simply just isn't one of them. Erm, sorry!

GAMEPLAY

PRESENTATION

LASTABILITY

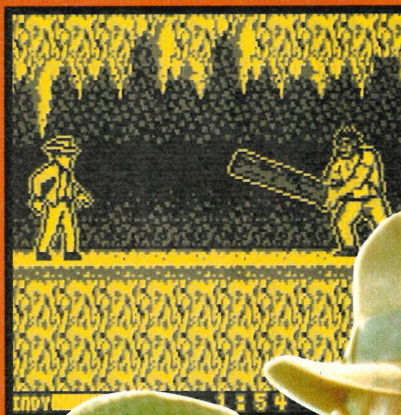
OVERALL

60%

REVIEW

Ahh, rats!

Below: The second end of level nasty is this red indian type guy. Unfortunately it won't take too long to suss him out.



Left: The man with a stick. Make sure you don't wind up being on the end of the stick. This is the first nasty.



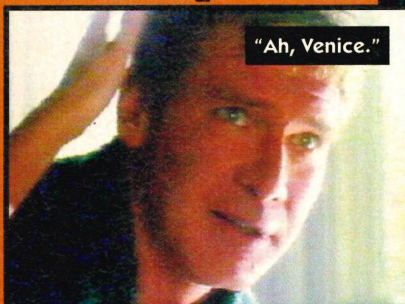
Exploring the caves is no stroll through the park. The other guys are out to do you harm. Kill or be killed Indy.

© Paramount Pictures

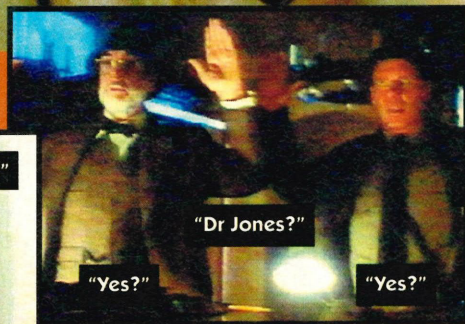


Left: Rat attack!
Right: A whip!

Film spots



"Ah, Venice."



"Dr Jones?"

"Yes?"

"Yes?"



"That's the cup of a carpenter."

"X never, ever marks the spot."

INDIANA AND THE L

With the fourth Indiana Jones movie supposedly in the pipeline it seems strange that Crusade has taken this long to be converted to the 'Boy. Oddly enough, UBI Soft who brought us the Star Wars games close to ten years after their cinema release now unleash Indy onto the small screen.

For the uninitiated, Indy's Pa (dad) has been kidnapped during his attempts to find the Holy Grail. It's up to our hero to rescue his father and find the Holy Grail. This is all your task entails.

Battle through the six levels, tackling a vast array of nasties and natural occurrences such as falling rocks and the like.

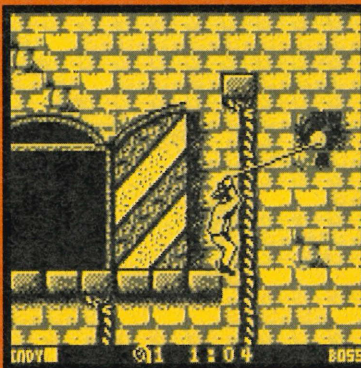
Begin by exploring the caves before travelling by train top and tackling bridges, rivers and a huge great Zeppelin.

Throughout the levels you can pick up a number of weapons including a whip.

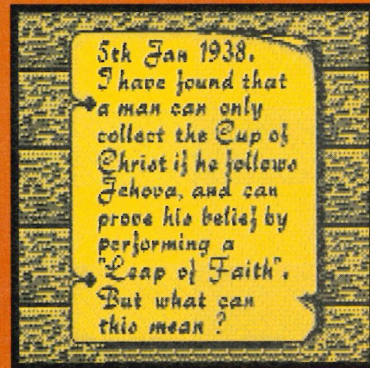
If it comes down to it you can always use ye olde faithful, fisticuffs.

What of the game itself then? Well, the sprites are sufficiently large throughout and it's quite relaxing to play. Relaxing in that

"Throughout the levels you can pick up a number of weapons, including a whip"



Indy's whip will come in very handy indeed on the outside of the castle. He'll do his best Tarzan impression.

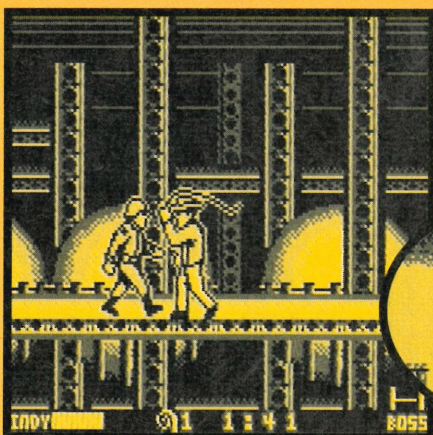


5th Jan 1938.
I have found that a man can only collect the Cup of Christ if he follows Jehova, and can prove his belief by performing a "Leap of Faith". But what can this mean?

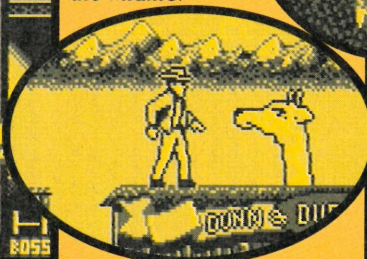
The completed document means you can exit the level whenever you're ready.

Indiana Jones and the Last Crusade the film is a trademark of Lucasfilm Ltd (LFL) © 1989. All copyrights are recognised.

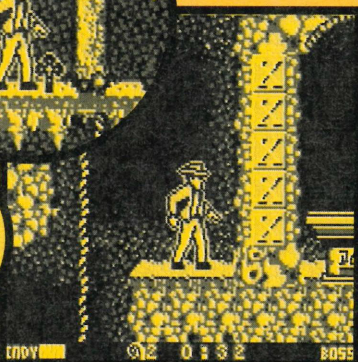
No ticket!



Left: Taking a ride aboard a Zeppelin proves to be no easy time for Indy. The Nazis will do anything to stop him. Below: On the train. Watching the wildlife!



Left: A priceless gem is found. Time to make your escape. Below: Lost and tired!



INDIANA JONES LAST CRUSADE

Four years after the movie hit the streets the game arrives. What on Earth's going on? Gone With The Wind will be next...

Indy seems to have no sense of urgency as he swats the opposition to one side. This is a little strange because every second counts as the clock runs down from the two minute mark!

Extra time and energy can be grabbed from certain locations which makes Indy's task that little less daunting. This isn't to say there's no extracting of hair from one's scalp at any time.

The graphics are top notch, even if Indy does have a Ready Brek glow around him in the cave sections, and the controls are properly responsive. This combination makes Indy's Last Crusade one to be in awe of.

It isn't too difficult to kill the enemies, a couple of hits and they're wasted. The end of level nasties do become slightly more difficult but aren't overly challenging at the end of the day. This is a minor fault as the time limits and the low number of continues make up for this

downfall. The annoying things from the catacombs level are the boulders which fall from the roof as you collect the four icons which make up the X and give you the information you need for the shield.

Some serious exploration of the caves is needed before you can locate the exit. Keep your eyes peeled for the dangers which lurk everywhere.

Next stage up sees Indy hopping from carriage to carriage escaping the bad guys with the treasure found in the cave.

As you progress you get to see other scenes from the mega movie, including the rescue of Dr. Jones senior from the castle. This stage comes complete with swinging (using the much loved Indy whip) which can be found throughout the different levels.

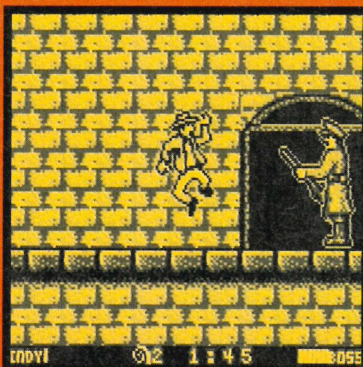
One of Indy And The Last Crusade's disappointing aspects is how small the stages are. Once you've sussed them out you'll be

hopping from platform to platform knowing just what will happen in next to no time at all. Some memorising skills will prove invaluable.

This isn't to say it's a bad game, it's just not the most gripping jaunt you'll ever come across. Indy doesn't come close to the epic Star Wars battles but is one of the more attractive movie licences to date!

Neat animation throughout and even the tried and tested Indiana Jones theme is here in all its glory! In all honesty what more could you ask for?

So, will Dr. Jones rescue Dr. Jones senior and find the grail? Well, that's up to you! This may not be a classic cart but it certainly does warrant a closer look! **ANDY SHARP**



One of the tougher guardians to defeat. His large pump action shot-gun will take some avoiding.

GB PANEL



OFFICIAL RELEASE

PUBLISHER UBI Soft

GENRE Platform

RELEASE DATE Out Now

PRICE £24.99

Having spent some considerable time getting through the Nazi soldiers and the plethora of other hindrances I can safely say that Indy, while being exceptional on the first few plays, soon becomes a bit of a pain.

Maybe it's just me but once I got past the first level the second level was a breeze. The challenge does hot up a little after this but Indy seems to have no urgency in his stride. The password system is handy and the continues will be of a great help but all in all Indy seems to lack the punch possessed by a classic. I still rate the theme score though. It's practically unbeatable!

With a bit more punch and bigger levels this would undoubtedly be a classic cart.

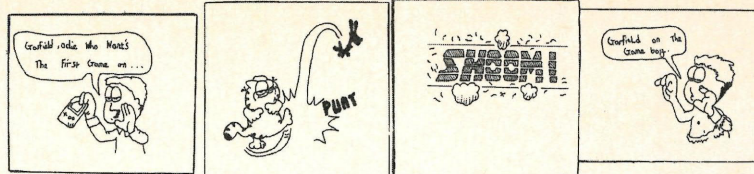
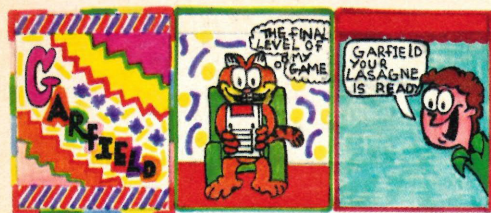
GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

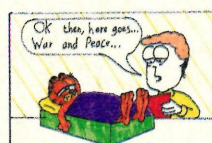
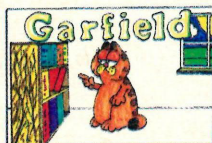
84%



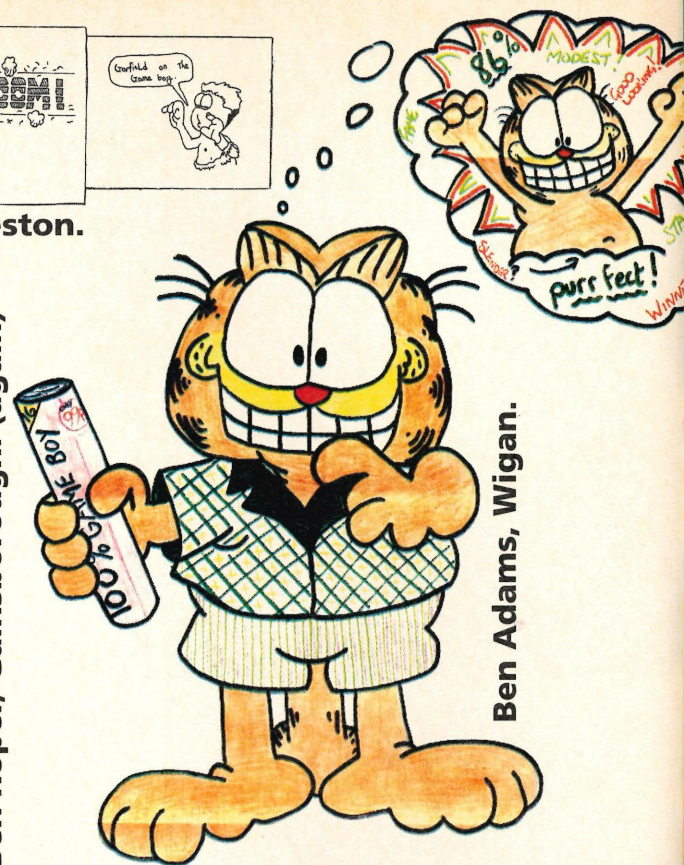
David Dickinson, Preston.



Stewart Audus, Leeds.



Ben Roper, Gainsborough. (again)



Ben Adams, Wigan.

GARFIELD WINNERS

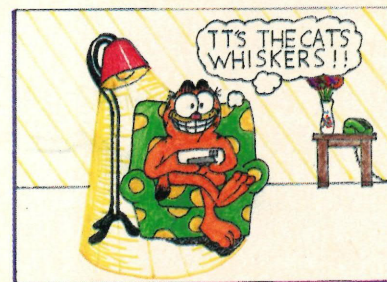
They're so good we've devoted a whole page to the outstanding entries of our compo.



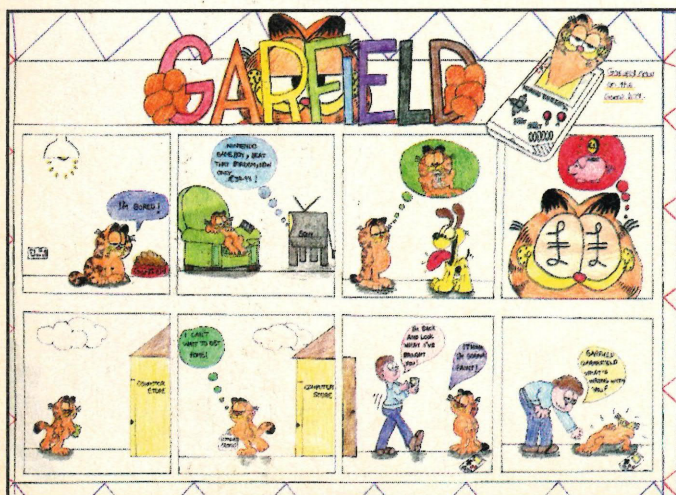
RA Carroll, Fife.



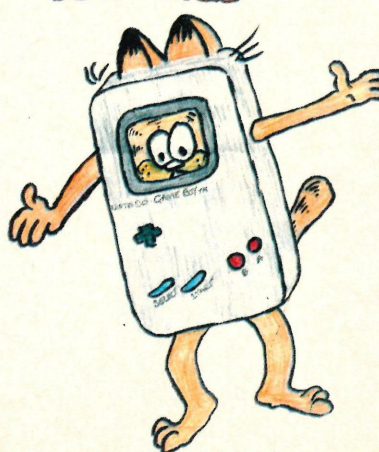
Duncan Willis, Southampton.



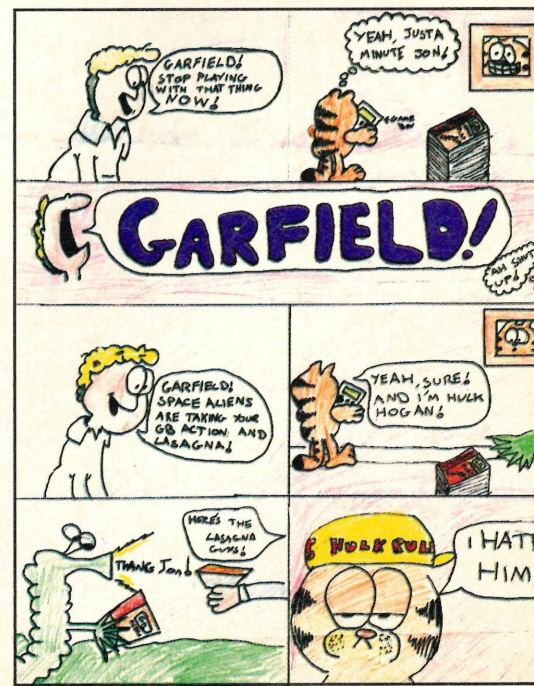
Ben Roper, Gainsborough.



Amber March, Leicester.



Tanya Stephens, Dartford.

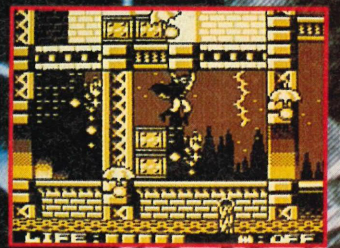
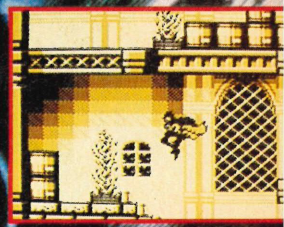


Richard Copping, Amesbury.



THE JOKER, THE RIDDLER, THE PENGUIN, CATWOMAN, POISON IVY AND THE SCARECROW,

BATMAN AND ROBIN HAVE THEIR WORK CUT OUT IF THEY'RE TO KEEP GOTHAM CITY FREE OF THESE MISERABLE MUTANTS AND THEIR DASTARDLY DEEDS.



GAME BOY™

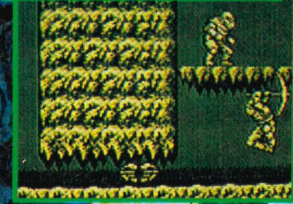
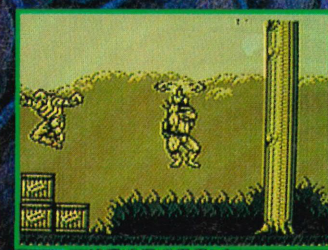
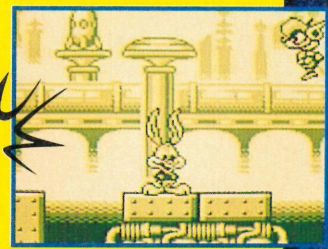
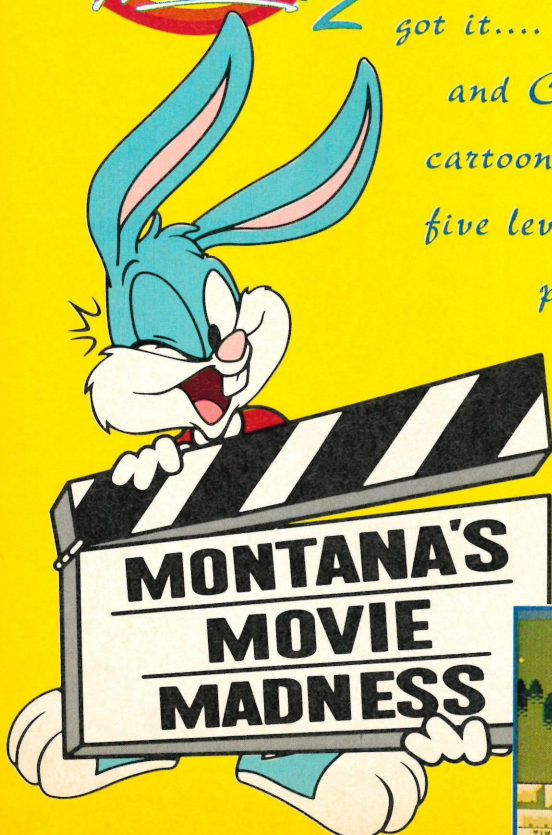


TINY TOON



Adventures 2

Montana Max is causing havoc in movie land and guess who has to sort him out? You got it.... Buster Bunny and Co. More crazy cartoon capers through five levels of hilarious platform action.



The fearless foursome are back once more, in their latest all action beat'em up adventure for GameBoy.



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Konami (UK) Limited Konami House 54A Cowley Mill Road Uxbridge UB8 2DF Telephone: 0895 853000 Fax: 0895 853001

'HE'S DEFINITELY NO TURKEY!' 'HE'S BOOOTIFUL! "IT'S THE BEST CHICKEN GAME EVER!  'THE ANIMATION IS FIRST CLASS.' 'IT'S A STONKER OF A PLATFORM ROMP' 'IT'S ONE HUGE DOLLOP OF FUN AND SURREALISM' 'THERE'S MORE GOING ON IN  ONE SCREEN OF ALFRED CHICKEN THAN IN OTHER GAMES ENTIRE LEVELS'  'ALFRED CHICKEN LOOKS SET TO BE A SMASH HIT WITH GAME PLAYERS EVERYWHERE' 'A FAB LITTLE GAME' 'IMPOSSIBLE TO PUT DOWN... A PERFECT PLATFORM GAME... ALFRED WILL BE AROUND FOR A LONG TIME TO COME'



Sources:

N-Force 88% • Total 85% • NMS 91%
Game Zone 90% • GB Action 92%

**YOU'VE
READ ABOUT
HIM, YOU'VE
SEEN HIM...
NOW PLAY
HIM...!!!**



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**'ONE OF THE MOST
EAGERLY AWAITED
GAMES OF 1993....**



**THE ONE, THE ONLY
THE GREATEST**

ALFRED CHICKEN™

TIPS & GUIDES

All the latest codes, Part One of our extensive Zelda guide plus complete map and to the finish with The Empire Strikes Back

Link and Marin giving you trouble? Our guide guru's here at the double. Send your best to: Tips & Guides, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Mystery Solved

Last month's Agatha Christie style mystery has been solved by one Greg Meeson of Newport, Shropshire. He's kindly put our minds at rest. Perhaps we can actually have a peaceful nights sleep now. The mystery code is for ... (cue drum roll)... Probotector.

Goal!

Should you wish to dispense with all the hassle of having to compete in the qualifying rounds of the Super Cup, type in this code to play England against Germany in the final.

5Q6CB8

BBGDBL

VGCVVC

GCVHFP

Garfield

Not more level codes. This time courtesy of K.J. Osborn. Sorry 'nearly mad 38 year old' can't help you with level 41.

31. GBMF

32. HGLD

33. BCRD

34. DGLL

35. WGRM

36. STBR

37. CRGN

38. ZGGM

39. HFLP

40. FNDG

Kirby's Dream Land

Graeme McDougall from Hook has let us know about a configuration screen in this popular little platformer. On the title screen press down on the control pad, button B and select at the same time. You'll then be able to choose the number of lives (upto nine) and amount of energy per life as well as change the music and sound FX.

Legend of Zelda

Below we present handy hints starting at the end of the Bottle Grotto. Then feast your eyes on our huge map and maps and tips for dungeons three and four.

Getting the key to the Key Cavern

This involves doing a favour for Richard, occupier of the villa. He'll ask you to get five leaves from the castle. You'll need the assistance of Kiki the monkey so have some bananas ready.

The three leaves in the castle itself are easily accessible, a little sword and bomb work will see you right. One of the others comes from the Raven and the last is from the little bombing man outside the castle. Give him a bit of a whack when he pops his head up and you'll get your reward.

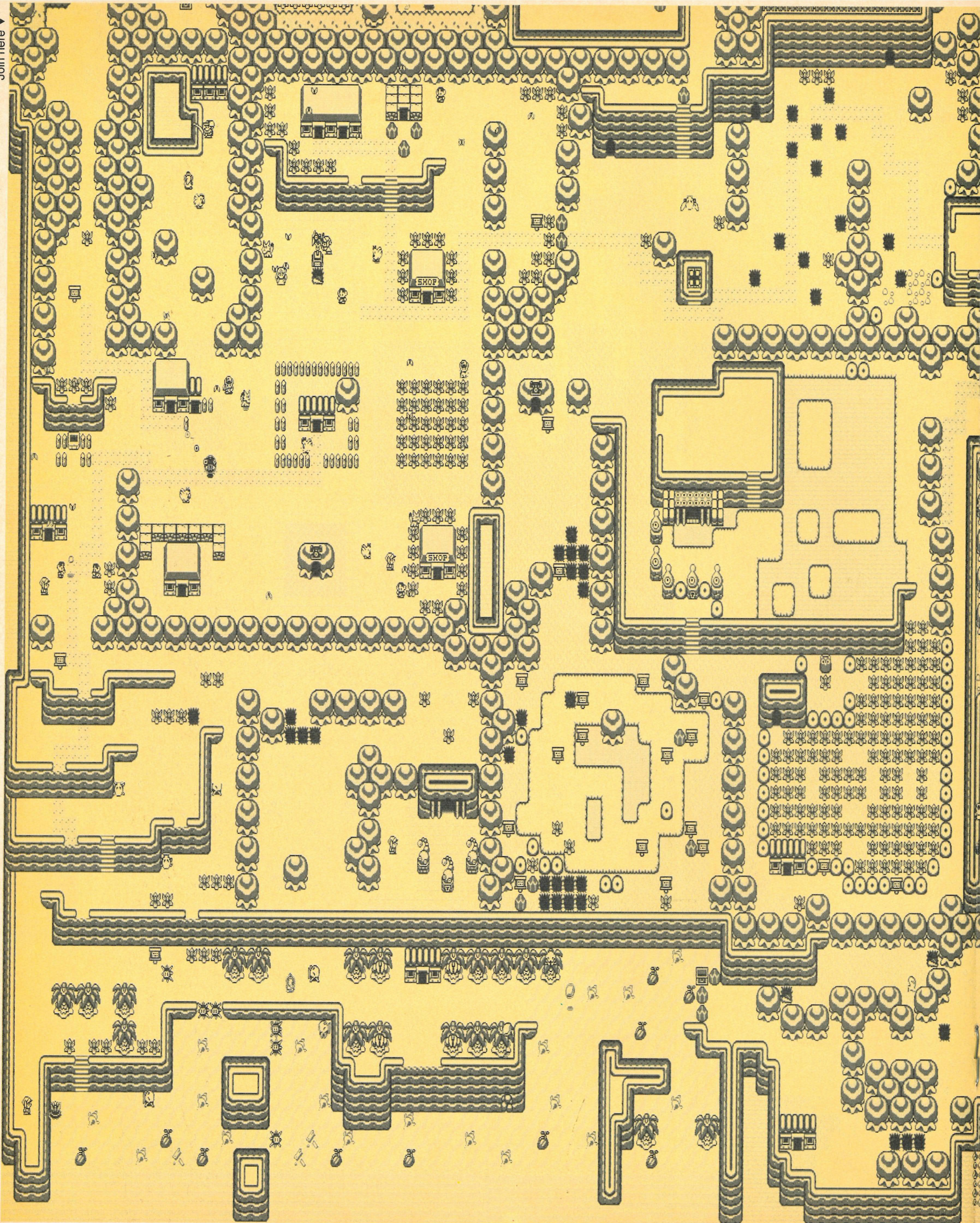
You'll need the shovel when you go back to Richard with the leaves. Take a short trip through the maze to the owl. A spot of digging will reveal the Slime Key. You can now enter the Key Cavern.

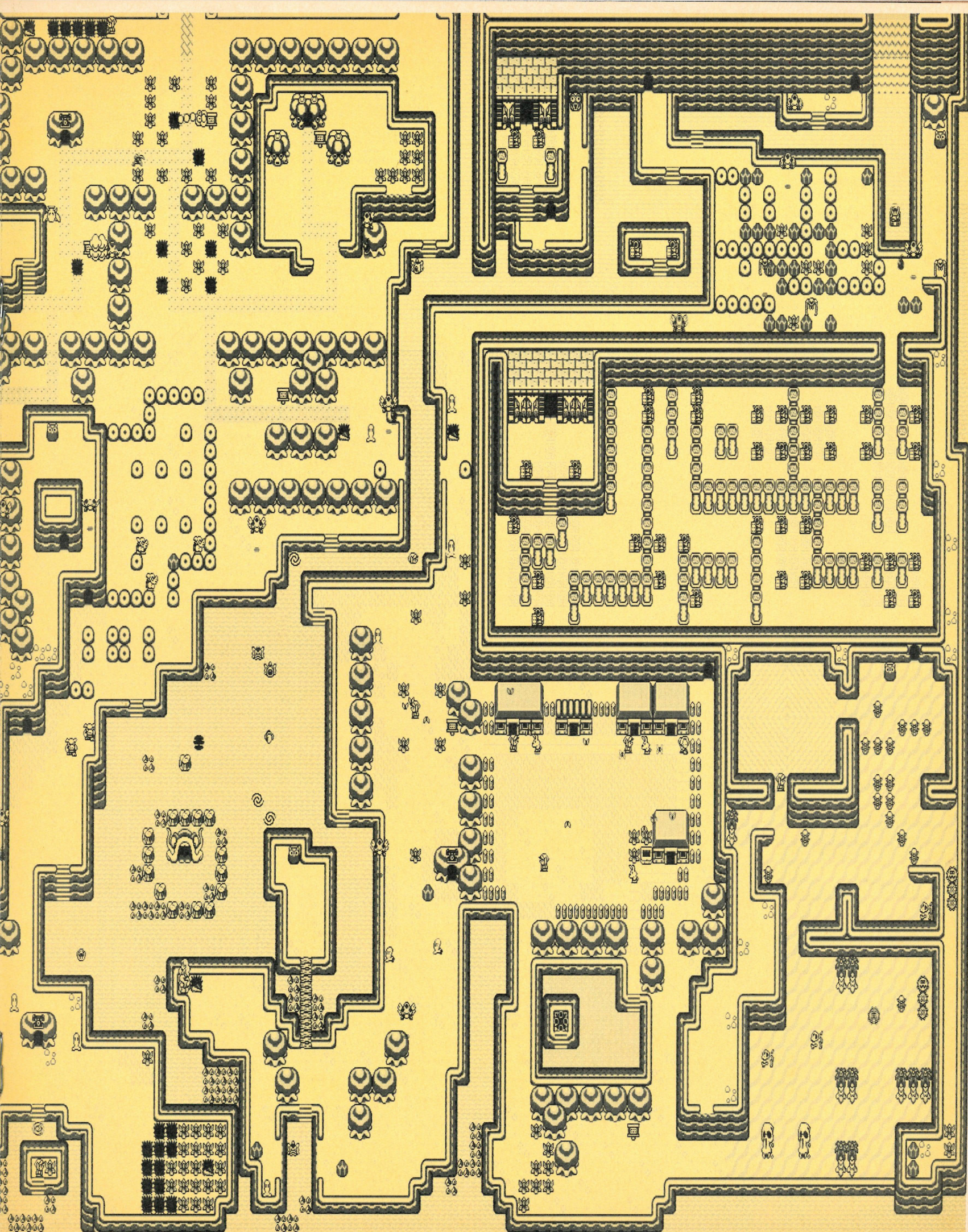
The music of the Ocarina will be yours

Use the Pegasus Boots from level three in the Dream Shrine to reveal the Ocarina. That little darling Marin will teach you the 'Ballad of the Wind Fish.

Another song can be learnt after the fourth dungeon when, with the help of the flippers, you can go to a cave left of the entrance to the Angler's Tunnel and learn another useful tune.







Level one featured in last month's review as well as bits of level two. So here's dungeons three and four from the dreamy Koholint Island.

THE L

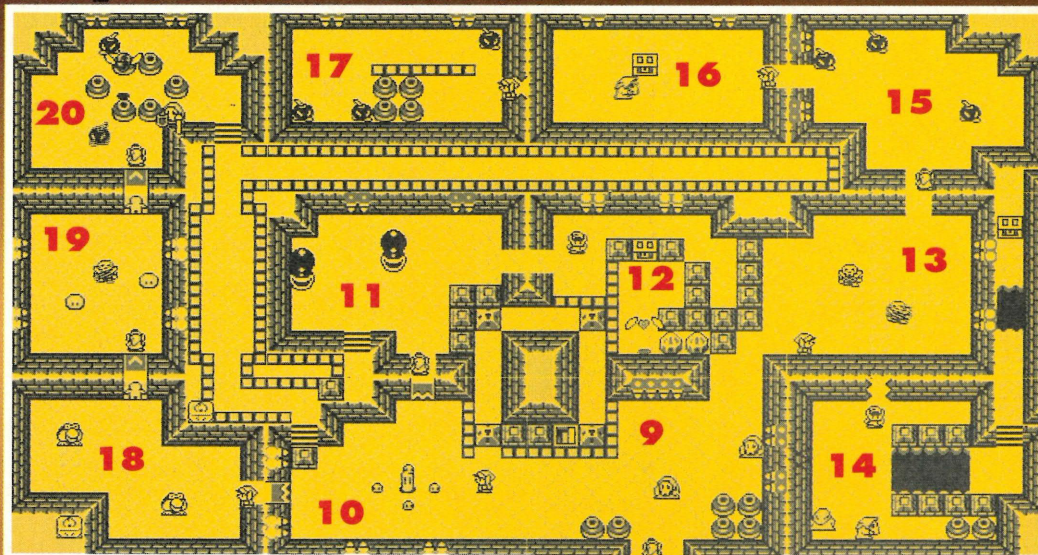
8. Key
- 9.
- 10.



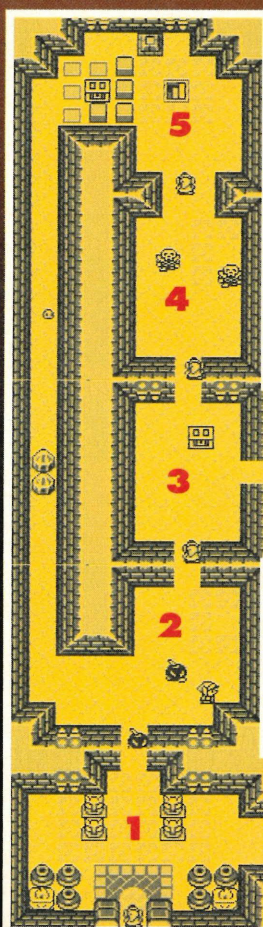
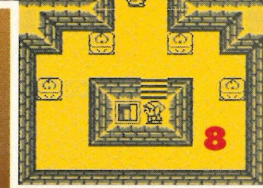
11. Place bombs in front of worms. Three each will do the trick.
12. Push blocks to get to the chest. And lo! The Pegasus Boots.
13. Bomb point of arrow.
14. Use pegasus dash.
- 15.
16. Bomb opposite wall.
17. Key. Back to 10.
18. Key.
19. Chest appears other side of wall.
20. Back to 19 for map. To 11. Use vortex to 1.

Refer to each lettered box (A to M). The coloured numbers match up with a room on a map. Follow the instructions for each room, and proceed through the dungeon in the order shown.

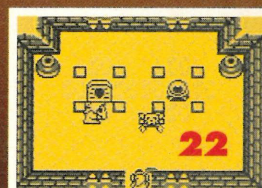
Key Cavern



Go to 10 and through the four locks. Take stairs to 23.



6. Go right
7. Take stairs



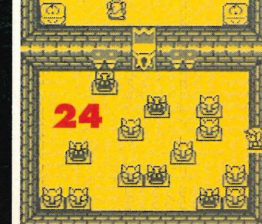
- 6.
22. Hit orb. Key.
7. Take stairs.



1. Throw pot at door.
2. Key
3. Blob in chest
- 4.
5. Take stairs to 6.



21. Use pegasus dash for Key.
4. Go up the left passage. Kill blob. Back around to 4 and skeletons for the fragment.
5. Stairs to 6.



23. Pegasus dash the penguins.
24. Key
25. Nightmare Guardian. Pegasus dash the wall then use repeated pegasus dashes to split the eye in two. Keep moving or the blobs will jump on you.
26. The Instrument.



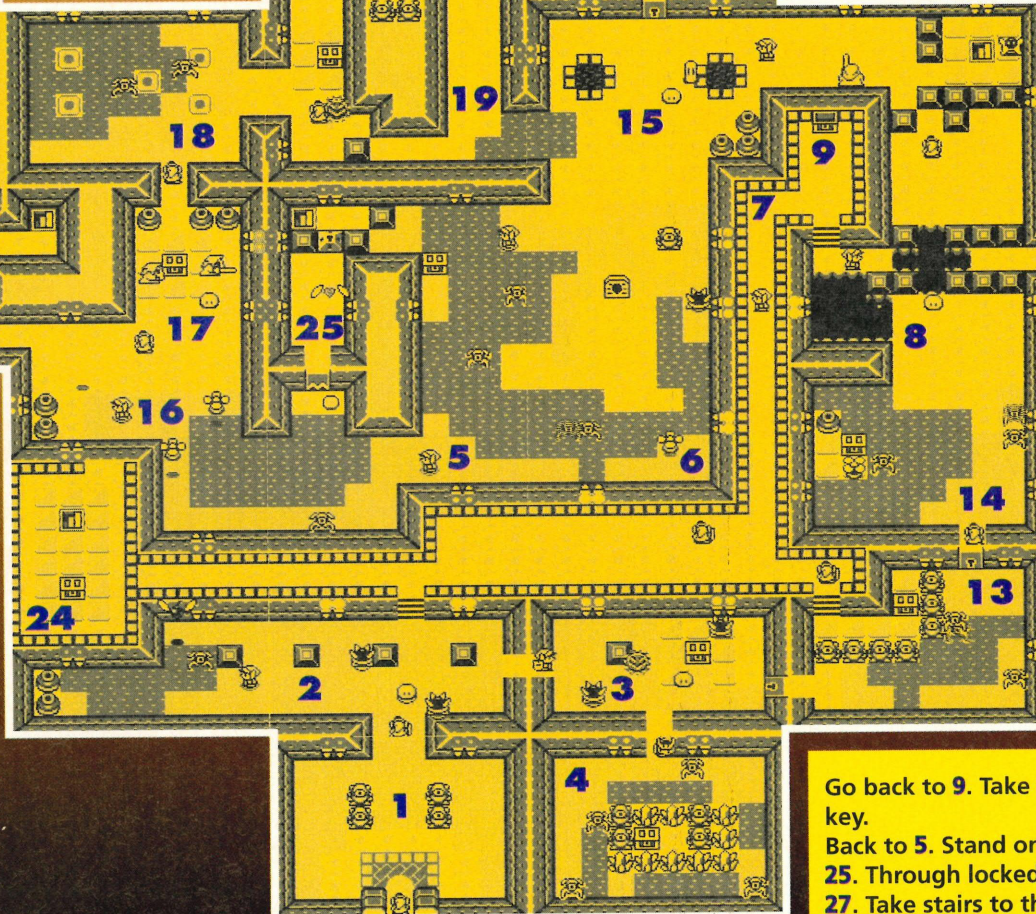
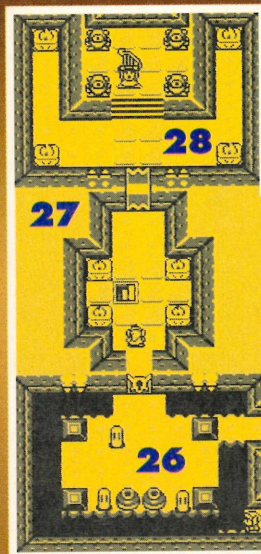
LEGEND OF ZELDA

Angler's Tunnel

1. Then to 2.
3. Compass
4. Key.



- Back to 2.
5. Then to 6.
7. Then to 8.
9. Map
8. Pegasus jump across chasm.
10. Bomb cracked block. Push block for Key.



- 16.
17. Chest hides a blob.
- 18.
19. Key.
- Back to 15.
20. Kill Guardian using whirling blade technique.
21. Pull lever and then run quickly before blocks close together.
22. The Flippers.



Now, for peace of **H.** mind and a rupee or two you can mop up the other rooms at leisure. There are 50 rupees in the chest at 5 and 200 at 27. Rooms 28 and 29 are not very important and can be left, unless curiosity gets the better of you.

I. The Angler's Key

This key is guarded by a monster lying hidden in the Yarna Desert.

To get there you've to give your stick (the one left by the monkey) to Tarin who is stood a couple of screens to the east of Mabe Village.

You'll then get the honeycomb for the goat in the Animal Village. Now go back to Mabe Village and a little chap will tell you where to find Marin. Go listen to her heart-rending (!) story down on the beach and she'll accompany you to sing to the walrus and let you get into the desert.

Kill the guardian and you'll get the Angler key then fall through the middle (assuming that you managed to avoid doing this during the battle).

- 11.
12. Bomb cracked block for Key. Back to 3.
13. Then to 14.
8. Pegasus jump north across chasm.
9. Unlock block and push moveable block.
15. Kill blobs and key falls down pit and will be retrieved later.
- 7.
6. Then to 5.



23. Stand on the tiles in the order which they glint (make a note of this order). Go back to 18.
18. Stand on these tiles in the same order as you found from 23.
- Take the stairs to 24.
24. Get Nightmare Key.

- Go back to 9. Take the stairs down for the key.
- Back to 5. Stand on the button.
25. Through locked block to stairs to 26.
27. Take stairs to the Nightmare. Just keep hitting it.
28. Take the third Instrument.
- There are 50 rupees to be picked up along the way at 25.



in RETRO

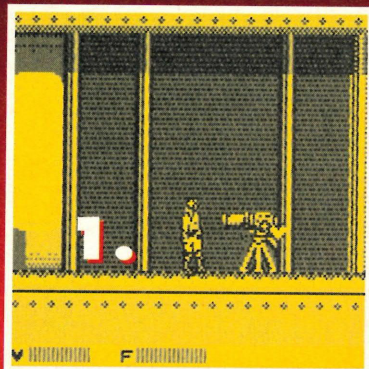
REVIEWED IN
ISSUE 20

Zelda: Link's Awakening appeared as simply the best game on the Game Boy so far. Great graphics, tunes and gameplay combine in the ultimate quest. Zelda will keep anyone engrossed for many a happy hour. One of the few games to offer genuine value for the £25 price tag. Get it!

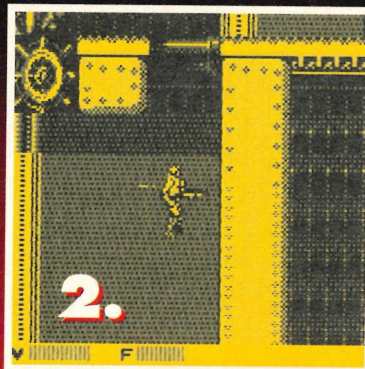
96%

A. Continued Cloud City capers

Finding Princess Leia is one of the easier levels. Watch for the numerous Bounty Hunters dotted around all over the place. Make good use of your force powers to get out of such dangerous situations.



From the start of this level go right. Watch for the large cannon firing at you. Either be prepared to take a little damage and shoot the trooper from the front or do a big jump over and shoot from behind.

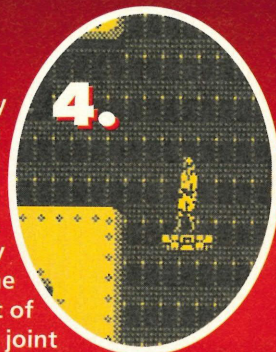
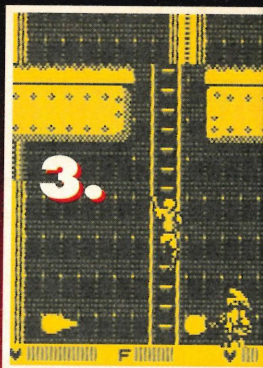


Once you can go no further you'll have to levitate up to the next platform.

Some levitation may be needed if you can't destroy the bounty hunter while waiting for the lift.

Otherwise simply jump on the lift. The platform to the left of the lift contains a joint refresher of energy and force.

Continue going to the right until you reach the bounty hunter. Do a big jump over him and if you do need extra energy climb the ladder into the room above.

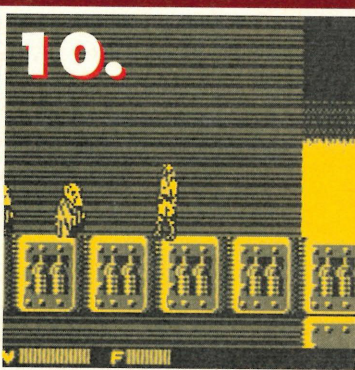
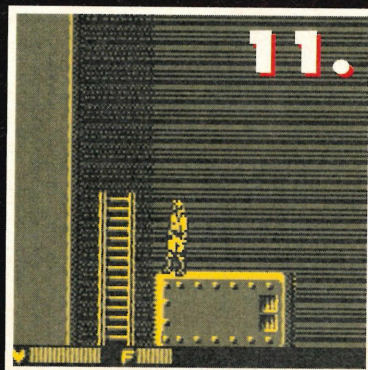


THE EMPIRE

Luke tackles the Empire single handed in the final conflict to rescue Leia and co. The Empire has other ideas...

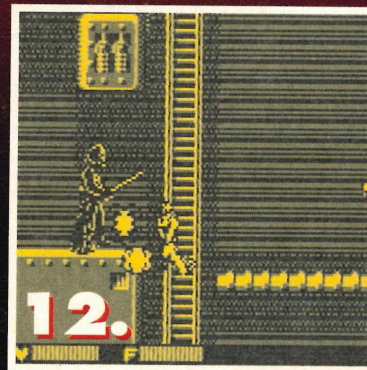
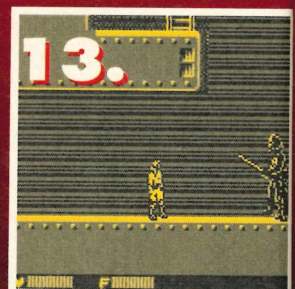
B. Darth Vader battle

Not an easy level at all. As if fighting Vader isn't enough there are plenty of other ways to die. For instance check the little geezers here. They're meaner than Ebenezer Scrooge on an economy drive. Not to worry though they can easily be killed. Make sure you do a jump big enough to land on the crane to the right. Then do a big jump right to reach solid ground again.



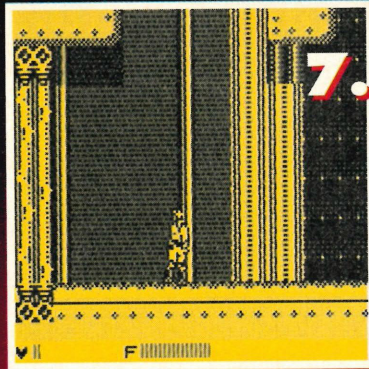
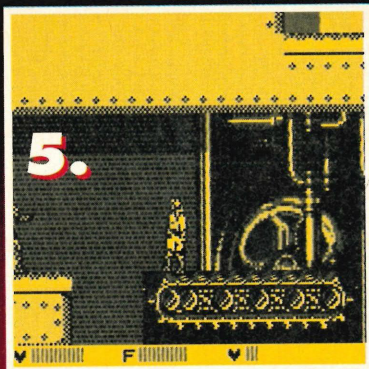
Go to the right and off the end. Land at the top of this ladder. At the foot of this there is a force power up. Fall off this platform until you reach the bottom. Continue to the right until you reach the next platform. Walk off and land on the lift. At its peak step off to the left onto the ladder.

Go left and then levitate over the next Darth. Stand here and Vader always turns away before he reaches you giving you the opportunity, and time, to slice away.

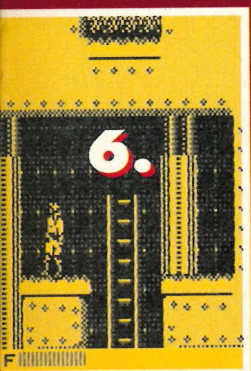


At this point on the ladder one of the many Vaders will appear. Stand here on the ladder and start choppin'. Eventually he'll be defeated and leave you a joint force and energy power up.

Once at the top go right again. Then levitate to the next platform. Either stand to the left and blast the bounty hunter or levitate over his head to the right. Fall down the gap to the left of the final conveyor belt.



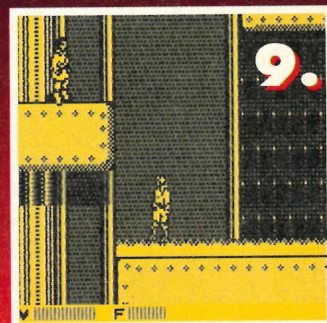
When you reach this point levitate to the platform above and go left again to avoid another electric force field. There's no R2-D2 to help this time. Continue going left, collect the energy power up and repeat the process mentioned previously to avoid the next electric force field.



Go left again and fall down as far as you can from the ledge. Next go right again across the conveyor belts and fall off at the end. There are two bounty hunters below and it's a good idea to levitate over their heads and then climb the ladder to the left and collect a force power icon. Jump to the left off the edge of the platform.



After this you have the choice of either taking the incredibly strong bounty hunter on or levitating above him to the safety of the high platform to the left. From this ledge do a big jump to the left and you should land here.



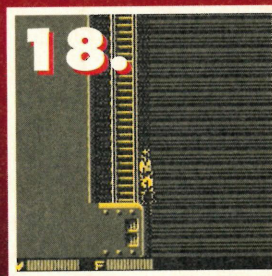
Go left and presto, Princess Leia is there awaiting rescue. She does have some bad news however...

STRIKES BACK



Make sure you do a big jump to the platforms to the left. If need be you can levitate left until you reach this crane to take you up towards the roof! Go right at the top of this to find the next crane to hop aboard. Hop off again at the top. There will be some extra force power here and it's best to collect it while you can.

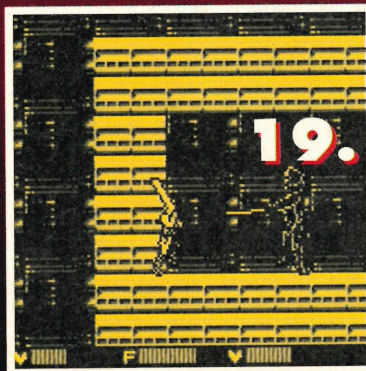
Levitate over the two troopers and straight up until you reach the top. Here you should go right and fall down to the level below. You'll find a force power up to the left. The next Darth is to the right and below. Stand here and destroy him. The final Vader is off to the right.



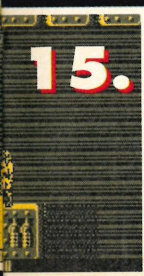
To replenish your force and energy power go left and do a big jump from here to the right.



At the top here you will have to go right by swinging across. If you miss the rope be prepared to use your levitate force immediately or you will meet a sticky end. After the two ropes you should fall down to the right from the edge. At the bottom of the ladder take a step away from the ladder and levitate to the right. One mistake will end in instant death. Prepare to meet the next Darth!



This fella sure ain't friendly! He'll throw large pieces of metal at you and attack non-stop. Fall down the gap and you'll have to levitate back up to the platform or else your day is over. The safest place to stand is directly to the left in the corner. DV will turn just before he reaches you. End of story! You are victorious!



Go back to where the last Vader was and levitate up to the highest platform on the left. Prepare yourself to meet the next Darth who's just below to the left.

in RETRO **REVIEWED IN**
ISSUE 14

From ice to swamp to deep space, **The Empire Strikes back** covers plenty of mileage. More trips back and forth and tougher levels make this follow up a must for all fans of the original Star Wars game. Alternatively, if there are any gamers who want a fresh & lasting challenge, it's here!

93%

Joyplus

Gear up Your Boy (or Gear!)

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△ HANDY POWER KIT SV900

Quick Charger complete with SV 901 clip-on rechargeable battery, AC/DC adaptor, 2 connection cords and hook and loop strip.

- Most advanced intelligent charger available in the market: 1 hr to charge up SV 901 and 2-3 hrs for SV 902 (sold separately). Most of the chargers available in the market requires 8 hrs to charge up a similar battery like SV 901!
- A unique feature is the discharge function: to avoid battery memory defect and prolong the battery life.
- Dual compatible: Game Boy & Game Gear
- Built-in Thermo Sensor to avoid overcharging
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£39.99 inc. VAT



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Multi function enhancement for Game Boy, complete with stereo speakers, 2 illuminating lights, Joystick, enlarged fire buttons, self-protected carrying case with strap.

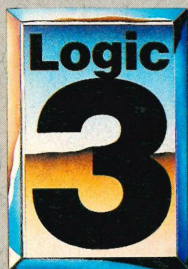
- All in one compact design
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- Holds 6 Games
- Extra Durable

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- Strap for 3 Way Carrying
- Storage for Cables and Batteries
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△ BATTERY ADAPTER LG513

Rechargeable Battery Adapter which eliminates costly battery replacements.

- Fits neatly into the existing battery compartment — not a bulky addition to the Gameboy
- Colour-keyed to match the Gameboy
- Allows 7 hours continuous play from a single 3 hour charge

Requires LG510 Power Adaptor or equivalent to function.

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△ POWER ADAPTOR

- Allows Game Boy/Game Gear to run directly from mains supply
- Extra long lead for freedom of movement
- Durable mains casing for longer life
- BSI/GSTUV/SAA standard available

LG 510 For GAME BOY

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LG 560 For GAME GEAR

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△ CAR ADAPTOR

- Allows Game Boy/Game Gear to run off cigarette lighter socket
- Saves wasting valuable battery energy
- Long lead for freedom of movement
- Light and compact to carry

LG 516 For GAME BOY

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LG 566 For GAME GEAR

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△ SOUND ADAPTOR

- Amplifies the sound of the Game Boy speaker
- Simply push connect into earphone socket
- Provides 'true stereo sounds'
- Uses two "AA" alkaline batteries (not included)

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NEWS PREVIEWWS PL

Coming soon to a Game Boy near you • Coming soon to

BLUES BROTHERS JUKEBOX ADVENTURE

The Blues Brothers are making a return to the Game Boy after their instrument seeking exploits in the first adventure secured a very healthy 91% from the GB crew. That was way back in issue four. Will the sequel have the same impact?

So, what would you expect from a Blues Brothers game? Music – that's

FROM: Titus OUT: Early 1994

here with abundance, with discs to collect which can then be used as deadly frisbees to despatch enemies. Comedy – there're a number of witty little features, the bulging biceps created by one of the power ups being just one. Exhilarating adventure – the speed is intense

with Jake and Elwood hurtling around like lightning.

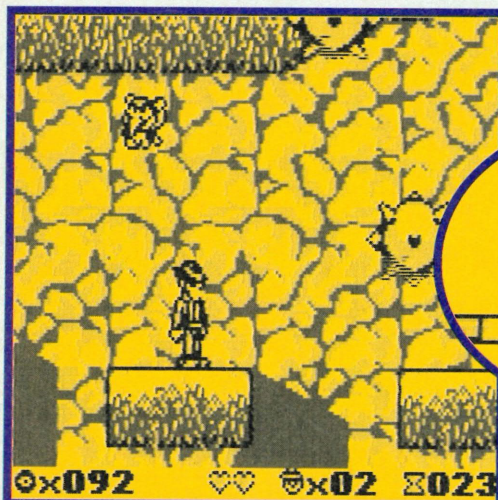
So what comedic situation have the musical duo got themselves into this time? Actually they've been trapped by an evil jukebox, honest!

In order to get to their first concert they have to survive the countryside, electrical chaos, spooky sewers and deadly enemies. All this to get to perform at the greatest gig in history.

You chose to play either Jake or Elwood who despite their quite different physiques move with the same freedom and speed. There's also a link-up option for the two to be played simultaneously.

There're plenty of adventurous and challenging levels for the boys to swing through and still retain their supreme cool. Some neat tunes adding to the atmosphere will help them to get to the concert on time.

In the Blues Brothers, dark glasses are obligatory. The boys are on a mission from God. **ROB SMITH**



Left: Elwood must leap the gaping chasm and avoid being splattered by the spinning mace thingy.



Above: One of the best power-ups we've seen for ages: an instant muscle building bonus.



"It's 106 miles to Chicago, we've got a full tank of gas, half a pack of cigarettes, it's dark, and we're wearing sunglasses."

The Blues Brothers first appeared in the late 1970's on the American late night satire show, 'Saturday Night Live.' Two of its regular performers, John Belushi and Dan Aykroyd, assumed the identities of Jake and Elwood Blues, ultra cool R&B legends.

They dressed in dark suits, skinny ties and pork pie hats, and they always but always wore their sunglasses while they delivered utterly straight versions of classic soul songs.

Whereas Jack and Elwood were fictional, The Blues Brothers Band was made up of genuine 60s soul musicians like guitarist Steve Cropper.

The Blues Brothers were something of a hit, and both album deals and real concert tours followed. Talk inevitably drifted around to a movie deal and Universal Pictures decided to back a film that would contain bizarre comedy, the ultimate in car chases, and a host of musi-



cal performances from the likes of Ray Charles, James Brown and Aretha Franklin.

Co-written by Aykroyd and the film's director, John Landis, the \$27 million film went into production in 1979 at the same time as two other expensive movies that initially flopped: Steven Spielberg's 1941 and Michael Cimino's Heaven's Gate.

The Blues Brothers was unfairly placed alongside these films – it actually came in under budget unlike the other two – in articles criticising Hollywood's profligacy as a result of its initial poor performance at the box office.

Unlike those other films, The Blues Brothers has become a popular cult item over the years. Not just as a result of the messy and wasteful death of John Belushi from a heroin and cocaine overdose either. People have woken up to the fact that a film which was hounded to death by the critics in 1980, is actually very funny. It's also immensely enjoyable and has one of the best movie soundtracks ever.

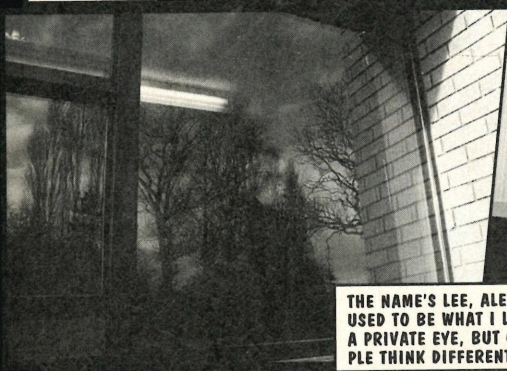
These days, people everywhere watch the film and recite the entire script word for word. Loads attend Blues Brothers-themed R&B nights, often headlined by one of the several tribute bands floating around. **ROB SHARP**

HARD BOILED

INTRODUCING, IN GLORIOUS MONOCHROME, THE STORY OF A QUACK WHO'S GONE TO THE DOGS...

Ever wondered what goes on in an average day at GB Action Institute For The Criminally Insane? We sometimes do, too. Take a look if you dare!

ED ...PART ONE HARD BOILED HARD BOILED-HARD BOILED-HARD BOILED-HARD BOILED-

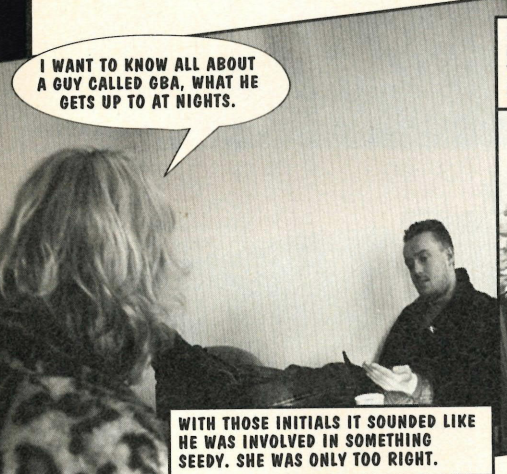


THE NAME'S LEE, ALEX LEE. I USED TO BE WHAT I LIKE TO CALL A PRIVATE EYE, BUT OTHER PEOPLE THINK DIFFERENT.



IT ALWAYS BEGAN WITH A DAME AND MY FINAL CASE WAS NO EXCEPTION. I KNEW THE INSTANT SHE WALKED INTO MY OFFICE SHE WAS TROUBLE, ONLY THING WAS I DIDN'T KNOW HOW MUCH.

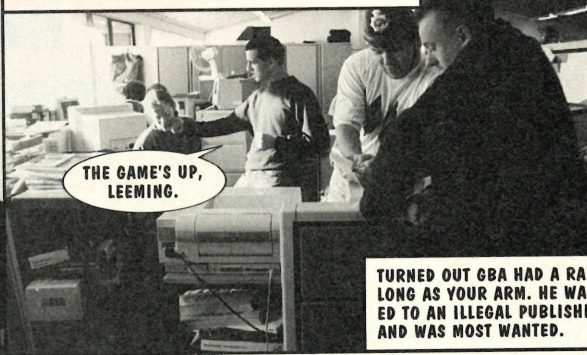
'I NEVER DID.'



I WANT TO KNOW ALL ABOUT A GUY CALLED GBA, WHAT HE GETS UP TO AT NIGHTS.

WITH THOSE INITIALS IT SOUNDED LIKE HE WAS INVOLVED IN SOMETHING SEEDY. SHE WAS ONLY TOO RIGHT.

IT WAS TIME TO HIT THE STREETS. I CALLED IN SOME OLD CONTACTS ON THE FORCE, HAD THEM RUN THOSE INITIALS THROUGH THEIR DATABASE AND DIDN'T LIKE WHAT THEY CAME UP WITH.



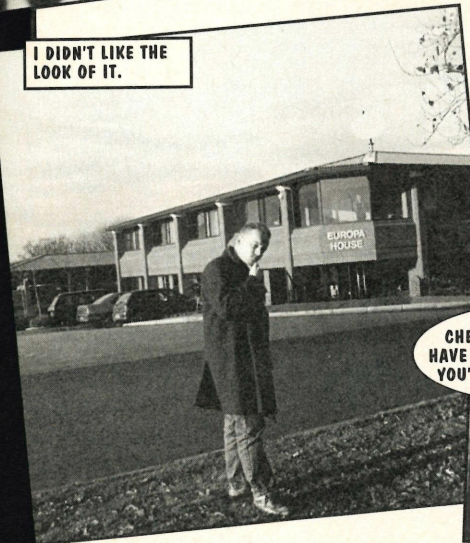
THE GAME'S UP, LEEMING.

TURNED OUT GBA HAD A RAP SHEET AS LONG AS YOUR ARM. HE WAS CONNECTED TO AN ILLEGAL PUBLISHING RACKET AND WAS MOST WANTED.



PSST, WANNA KNOW WHAT'S COOKIN'? YOU WON'T LET ME FORGET ABOUT THE FLUFFY RABBIT AND THE EGG WHISK, WILL YOU?

AN OLD INFORMER WHO OWED ME TIPPED ME OFF TO A RED BRICK BUILDING ON THE OUTSKIRTS OF THE CITY.



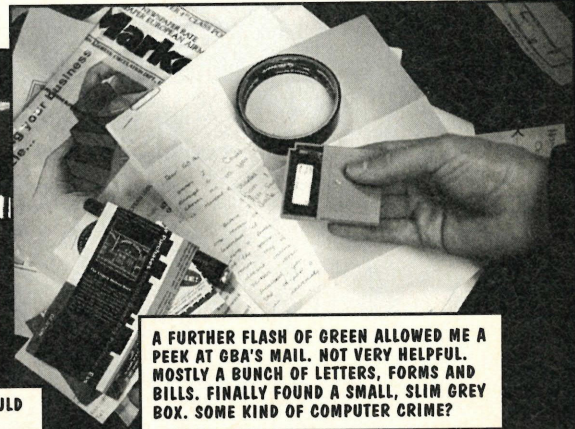
I DIDN'T LIKE THE LOOK OF IT.

I ARRIVED AND TRIED TO MAKE THE POSTMAN TALK. HE CLAIMED NOT TO KNOW ANYTHING AT FIRST, BUT SOON PERKED UP WHEN I HIT HIM WITH A TEN SPOT AND THOSE INITIALS.

CHEERS! YES, GBA DOES HAVE A MAIL DROP HERE. IF YOU'VE GOT MORE CASH...



GBA WAS CLOSE, I COULD SMELL HIM.

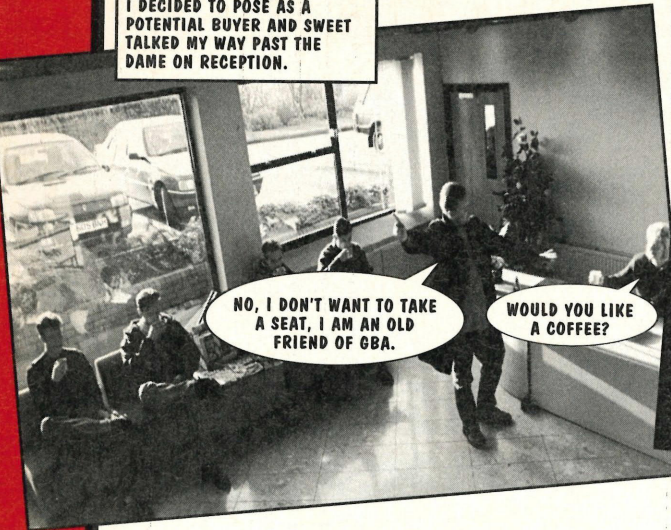


A FURTHER FLASH OF GREEN ALLOWED ME A PEEK AT GBA'S MAIL. NOT VERY HELPFUL. MOSTLY A BUNCH OF LETTERS, FORMS AND BILLS. FINALLY FOUND A SMALL, SLIM GREY BOX. SOME KIND OF COMPUTER CRIME?

END OF PART ONE...

HMM, IT ONLY GOT 61% IN TOTAL.

I DECIDED TO POSE AS A POTENTIAL BUYER AND SWEET TALKED MY WAY PAST THE DAME ON RECEPTION.



NO, I DON'T WANT TO TAKE A SEAT, I AM AN OLD FRIEND OF GBA.

WOULD YOU LIKE A COFFEE?

FORTUNATELY I COULD TURN TO A COUPLE OF EXPERTS IN THE SAME BUILDING WHO CLAIMED TO WORK FOR GBA. THEY PLUGGED IN WHAT THEY CALLED THE SOFTWARE AND THE INFORMATION WAS HIGHLY REVEALING. IT LOOKED LIKE A KIND OF GAME BUT I'D BEEN FOOLED BY THIS STUFF BEFORE.



IT WAS ANYTHING BUT A GAME.

SOMEONE INTERRUPTED US.

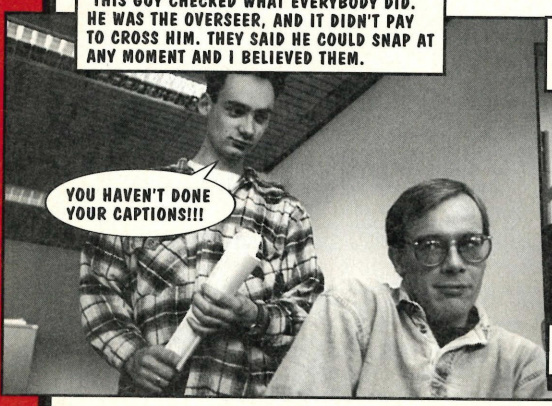


WHAT ON KRYPTON IS IT?

NO INDEEDY.

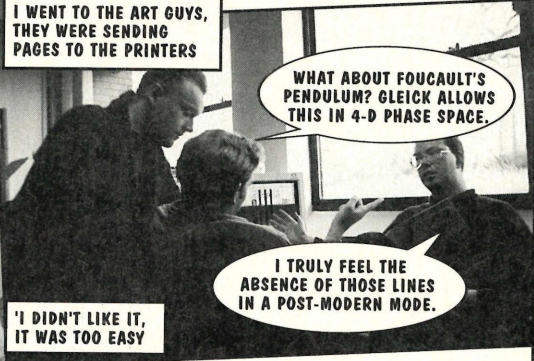
HAVEN'T YOU HEARD?

THIS GUY CHECKED WHAT EVERYBODY DID. HE WAS THE OVERSEER, AND IT DIDN'T PAY TO CROSS HIM. THEY SAID HE COULD SNAP AT ANY MOMENT AND I BELIEVED THEM.



YOU HAVEN'T DONE YOUR CAPTIONS!!!

I WENT TO THE ART GUYS, THEY WERE SENDING PAGES TO THE PRINTERS

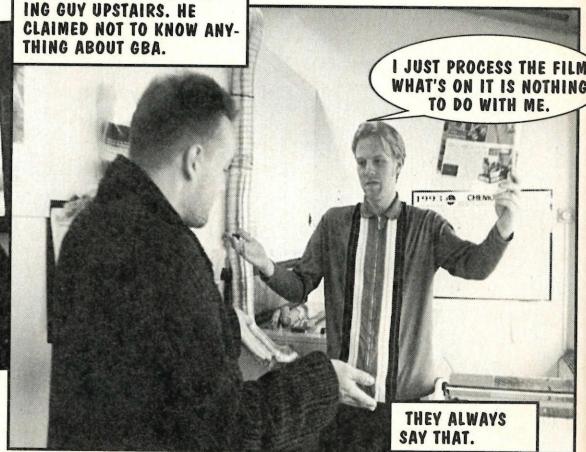


WHAT ABOUT FOUCAULT'S PENDULUM? GLEICK ALLOWS THIS IN 4-D PHASE SPACE.

I TRULY FEEL THE ABSENCE OF THOSE LINES IN A POST-MODERN MODE.

'I DIDN'T LIKE IT, IT WAS TOO EASY

I CHECKED OUT THE PRINTING GUY UPSTAIRS. HE CLAIMED NOT TO KNOW ANYTHING ABOUT GBA.



I JUST PROCESS THE FILM, WHAT'S ON IT IS NOTHING TO DO WITH ME.

THEY ALWAYS SAY THAT.

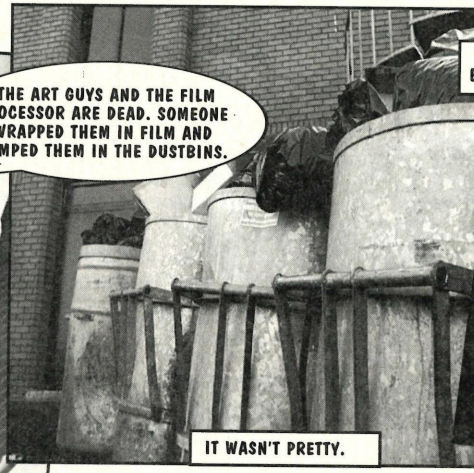
THIS DAME SHOWED ME HOW SHE PRODUCED THE MAG ON A PHOTOCOPIER.



DOESN'T THIS TAKE RATHER A LONG TIME?

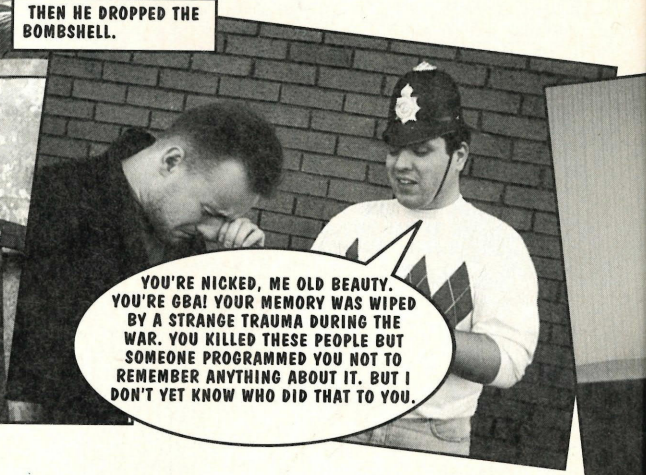
SHE LOOKED FAMILIAR. SOMEONE INTERRUPTED US. IT WAS MY COP FRIEND.

THE ART GUYS AND THE FILM PROCESSOR ARE DEAD. SOMEONE WRAPPED THEM IN FILM AND DUMPED THEM IN THE DUSTBINS.



IT WASN'T PRETTY.

THEN HE DROPPED THE BOMBSHELL.



YOU'RE NICKED, ME OLD BEAUTY. YOU'RE GBA! YOUR MEMORY WAS WIPED BY A STRANGE TRAUMA DURING THE WAR. YOU KILLED THESE PEOPLE BUT SOMEONE PROGRAMMED YOU NOT TO REMEMBER ANYTHING ABOUT IT. BUT I DON'T YET KNOW WHO DID THAT TO YOU.

HARD BOILED





THE POSTMAN WAS DEAD. HE'D BEEN TAKEN OUT WITH HIS OWN LETTER OPENER.

WHAT'S ALL THIS THEN?

I ASKED THE EXPERTS WHAT THEY DID WITH THIS SOFTWARE. THEY SAID WRITE ABOUT IT. GBA MADE THEM.

GBA MAKES US DO IT, HE HAS SOMETHING ON US.

WE HAVE NO CHOICE

'ONE OF MY OLD FRIENDS ON THE FORCE WAS ON THE CASE.'

IT WASN'T PRETTY.

THEY COULD CAPTURE IMAGES FROM THE SOFTWARE AND HOLD THEM HOSTAGE. I DIDN'T LIKE IT. THEY WEREN'T THE KIND OF PICTURES YOU SHOWED TO YOUR MOTHER.

I WONDER IF THE SANDWICH VAN HAS ARRIVED YET.

THE EXPERTS WERE DEAD. SOME FANCY CRITIC HAD GOT HOLD OF SOME PRINT-OUTS AND SUFFOCATED THEM TO DEATH.*

SOMEONE INTERRUPTED US.

WHAT IN PLUTO IS IT?

HAVEN'T YOU HEARD?

IT WASN'T PRETTY.

*DON'T TRY THIS AT HOME.

MY COP FRIEND SEEMED NO CLOSER TO CRACKING HIS CASE BUT I WAS FINALLY MAKING PROGRESS WITH MINE.

I WAS WRONG.

I DID. IT WAS THE DAME WHO SET ME UP SO SHE COULD BECOME GBA.

BUT I WAS A PSYCHOTIC MADMAN AND I HAD NO PROOF, SO I KEPT QUIET.

NOW I HAVE MY VERY OWN CELL. I DON'T KNOW WHY THEY LOCKED ME UP, I WOULDN'T EVEN HURT A FLY.

THE END

Cameras: NIKON
Film: KODAK
Catering: MAXPAX
Processing: BOOTS
Scanning: MARK 'N' SARAH

That's all folks! If you want all our auto-graphs just write in to the usual address enclosing the appropriate bribe. The fees are as follows:

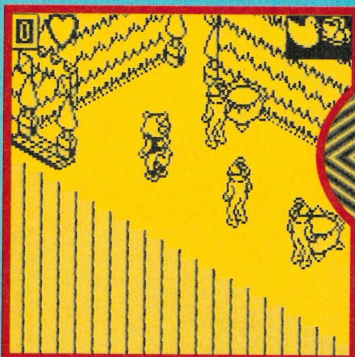
- Alex Lee - A cheese and ham French bread sandwich with a cup of Bovril
- Marc Keating - Two bacon sandwiches and a can of coke
- Neil Jones - A Bros video
- Ian Lynch - A copy of Sensible Soccer
- Rob Smith - A ticket to Bramhall Lane
- Jay Sharples - Seven loaded skins
- Johnny Lea - Twelve pints of lager and a bottle of Cod Liver oil
- Lisa Cragg - A magazine about decorating

Cast of characters, from left to right: Alex 'Sherlock' Lee, Marc 'Dali' Keating, Neil 'Jobsworth' Jones, Ian 'Bit part actor' Lynch, Rob 'Owl' Smith, Jay 'Informer' Sharples, Johnny 'Dock Green' Lea and Lisa 'Bet Lynch' Cragg. A message to Hollywood film directors, 'Don't call us - you'd live to regret it'.

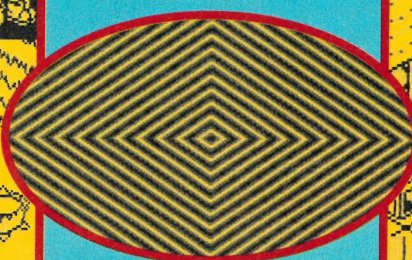
NEWS PREVIEWS

Coming soon to a Game Boy near you ● Coming soon to

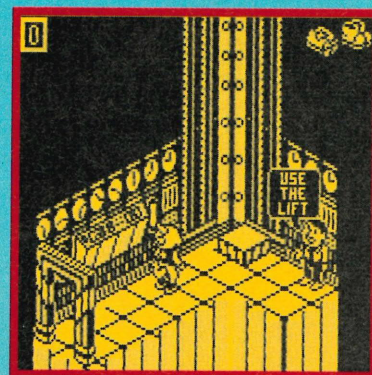
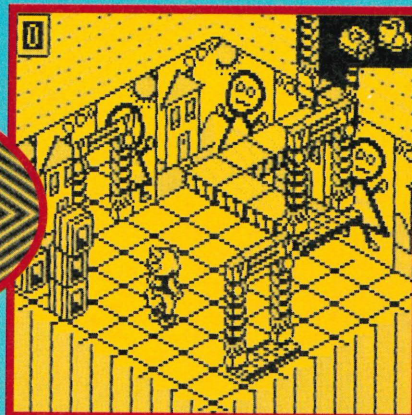
Do the...



Right: It's a strange place but some quick thinking and skill will keep Max going.



Above: Woooo! It's too much. Left: Ugly creature alert. Avoid them at all costs!



The lift boy requires a pass before you have free usage of the elevator.

MONSTER MAX

Remember games like Head Over Heals on the Amiga anyone? No? Well, read on. This is the first game with a 3D isometric view of the playing area to hit the 'Boy. Titus will be releasing Monster Max in the New Year and what a corker it's looking too.

The central character, Max, knows what life's all about. Fame and fortune. He's gonna live forever. Being in a rock band was always his ambition and it looked like his years of practise were about to pay off with his first mega gig. A sold out show in the land's largest venue is about to ensue. Unfortunately, as you probably suspected, nothing ever goes quite to plan in the world of Game boy games does it?

FROM: Titus OUT: Early 1994

On the eve of Max's gig his world is taken over. Which world this is we will probably never know. The end result of this takeover is that rock music is banned. Where would we be without the likes of Def Leppard and their ilk eh? Ahem, excuse the sarcasm please!

In an attempt to overthrow the new rulers, Max then joins the underground movement. His first mission is, well you probably will have guessed by now, put them well and truly in their place.

Each mission results in credit for the fledgling star. This allows him to pay the lift-boy to buy himself a pass. With nine levels to complete

and his final return to the real world to destroy the the evil dictator this looks like being an absolutely huge game.

On top of all this Max can pick up numerous items to help him out such as boots to jump higher and a speed up icon. There are more options than in a vast number of recent carts.

It makes a pleasant change from the platform cop-outs which have been very prominent of late. Monster Max should make an ideal game with superb graphics and complicated, but pleasantly simple to suss, controls.

Luckily, Maxie has a password option as well as options for changing the pad sensitivity, obtaining information mid-mission and information on what every item collected will do.

When Monster Max finally arrives don't miss the full in



Just a quick reminder in exactly what the special jumping boots do. In case you'd forgotten.

depth review here in GB Action. Titus seem to have latched onto a winner here. It's a complete contrast to Lamborghini, their last outing, and a refreshing new viewpoint for the 'Boy.

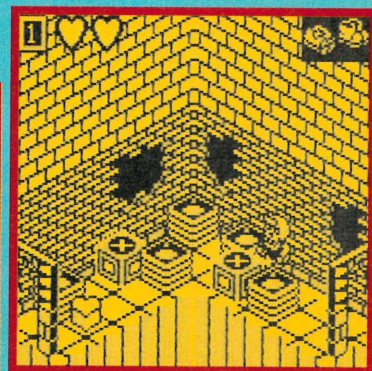
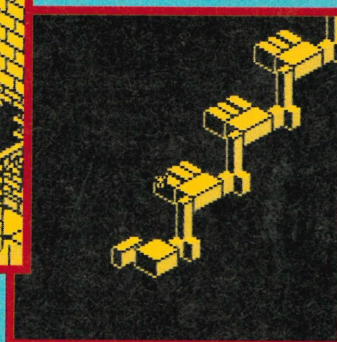
ANDY SHARP



Left: The block in the centre can be pushed to anywhere.



Above: Skeletons are just one of the many obstacles for Max to overcome before he reaches his gig.



Left: A map option shows exactly where you are.

Above: Electrical items cause death.

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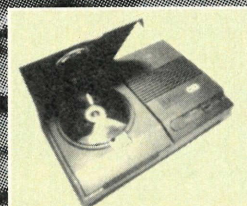


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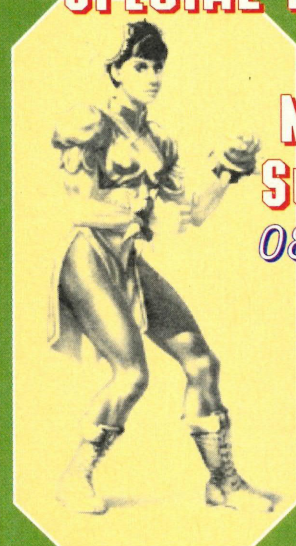
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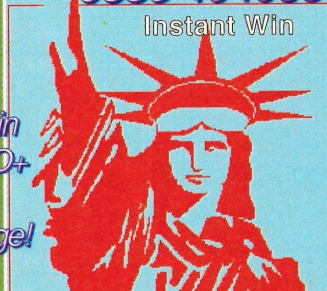
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Info Media Services Ltd, PO Box 28, Northampton NN1 5DS.

EuroJan

COMPETITION

One of the most valuable sets of prizes ever seen in GB Action is comin' at ya, courtesy of Ubisoft. Among the best platform games yet, Indiana Jones And The Last Crusade is up for grabs. Reviewed by Andy in this very issue, it scores a whopping 84%.

Not only can you win one of 10 copies of the game, there are also five CIC trilogy sets of the Indiana Jones movies on vid.

This includes Raiders Of The Lost Ark, Indiana Jones And The Temple Of Doom and Indiana Jones And The Last Crusade, it's a beauty!

So, five winners will receive a vid set and five copies of the cart and five runners up will receive a copy of the cart each. You'd be idiots not to enter. Sean Connery and Harrison Ford would be most upset if you blew them out, not to mention the Nazis. Where's your sense of adventure?

DON'T CALL ME JUNIOR!

INDIANA JONES VIDS AND CARTS AHOY!

**Indy Compo,
GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

ANSWERS

- 1) _____
2) _____
3) _____

Answers to be in by 28TH JANUARY 1994.

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Name _____
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QUESTIONS

- 1) Complete the name, Harrison:
a) Audi c) Ferrari
b) Ford d) Batmobile
- 2) What nationality is Sean Connery?
a) Irish c) Scottish
b) English d) American
- 3) Indiana Jones's day job is:
a) Lecturer c) Light entertainer
b) Pub singer d) Confectioner

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TOTAL

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Also available from all good video stores. Patent Pending Trade inquiries welcome

100% A L V E

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know
Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty skip and leave it outside your house for a week
Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity
Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p
Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Take a friend to the zoo

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Turn your radio up full blast

Say a prayer every night

Have a day without TV

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Hug someone of the same sex

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

**TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.**

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

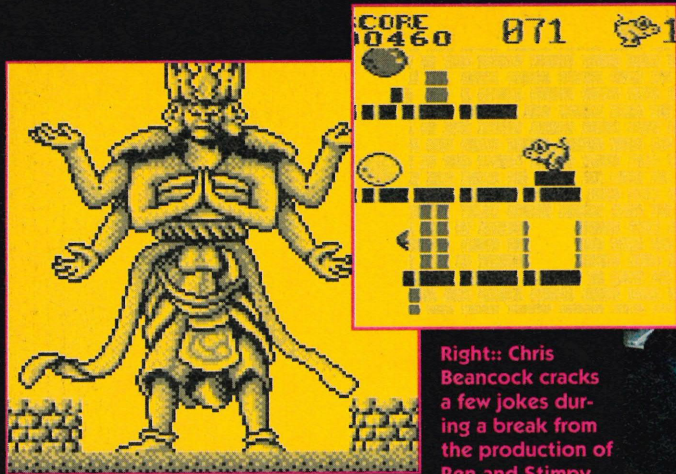
Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Kiss
100fm



Right:: Chris Beacock cracks a few jokes during a break from the production of Ren and Stimpy.



WELCOME TO...

From the silver screen to the Game Boy screen, top design team BITS has become a specialist in movie licence games. Jason Spiller reports.

Wide boulevards, palm trees, palatial abodes for the rich, the famous and the beautiful, all paid for by movies. Ah, Hollywood, Hollywood... Cricklewood? The only connection between the movie mecca and dreary North London suburb occurred in one of those desperate Two Ronnies songs which always rounded off the show. Yet, by coincidence, there's another connection between woods of the 'Crickle' and 'Holly' ilk.

Top game design team BITS, based in Cricklewood (ahem), have sealed deals for the

hottest movie licences with amazing regularity. Terminator 2 Judgement Day, Robin Hood Prince of Thieves and Alien 3, plus the forthcoming movies Frankenstein, starring Robert DeNiro and Kenneth Branagh as well as Penal Colony starring, er, somebody-or-other are all in their credits.

Game Boy versions of these hot movie licences are currently being debated.

"I've lost count of the number of people who told me the only good games for the Game Boy are Tetris-style puzzles."

So says BITS chief Foo Katan: "We set out, determined to prove that we could produce a good game with exciting graphics."

It was this commitment which won BITS some of the most lucrative licences from movies and coin-op to comics.

With its thumping fist-sized sprites, arcade blast R-Type was a real challenge for the team. "R-Type was a daunting proposition because of the sheer size of the graphics in the coin-op.

"But it turned out to be a relatively simple exercise in scaling down the whole show which really gave us a lot of confidence. So we turned our attention to the sprites and backgrounds to recreate the arcade experience on the little screen."

Terminator 2 was the first movie licence and a major coup for BITS. As Foo recalls:

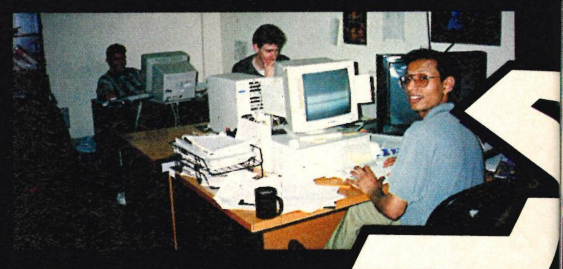
"I visited the sets while they were filming, just to get a feel for the game... what an excuse! We were working from the actual script and the chase scene was described in about three or four sentences, so we dismissed it completely.

"It wasn't until we saw a near complete version of the film that we realised its importance in the movie... we had to make some major changes, under incredible pressure, because we had to complete the project in time for the movie release to fulfil the contract."

Robin Hood Prince of Thieves was the next movie licence for BITS. But it posed some unexpected problems. Foo explains:

"Again we were working on the game while the movie was still in production. We had scripts and storyboards to work from. But the story was such a mix of drama and action that we decided to make the game an interactive role-playing adventure."

The team embarked on the most complex project ever attempted on Game Boy. Foo continues: "We began re-telling the entire plot in the game



Above: 'we take turns wearing this aerial on our heads to pick up Air-Traffic signals and Taxi-Rank chit-chat' Far Left: Embarrassed programmers pose for photos.

employing an overhead perspective, integrated specific puzzles to solve confrontations and physical action to get around in order to advance the story. Those familiar with the film would have a great advantage."

Accuracy relied on painstaking research and mapping and reconstructing sites and buildings. "This was all a part of the learning curve for us, it's not until you're faced with problems in game design that you can find ways of solving them. It's important for us to push the Game Boy to the limits and beyond," he added.

Alien 3 was another thrilling movie licence. The team buzzed with enthusiasm on receiving storyboards and stills.

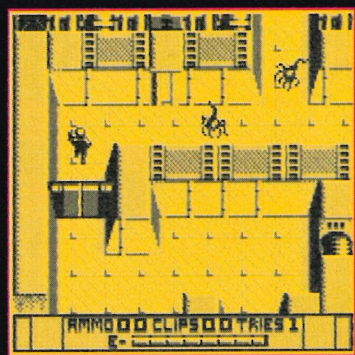
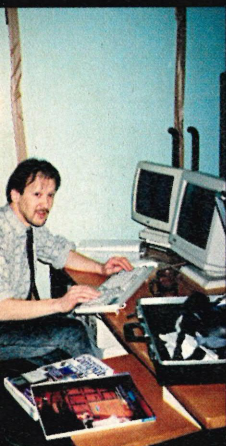
The nature of the movie posed more problems for the team. "We got the script first. But we had learnt from T2 that this can be misleading so we were cautious."

The team finally decided on a first-person perspective which proved to be a good choice. The game text is directly from the actual Alien 3 script!

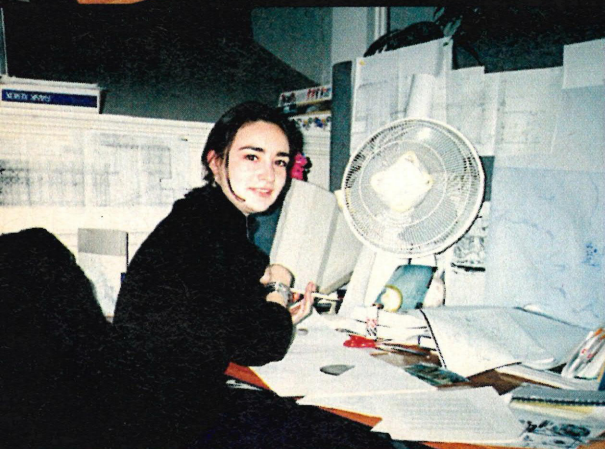
"With just the script it's very easy to get carried away, all the enthusiasm can lead you up the wrong path which can be expensive and time-consuming," commented BITS's boss.

BITS latest project was pure self-indulgence for Foo. "Ninja Spirit is still my favourite coin-op game and I knew it would transfer well to Game Boy so I managed to convince Irem. There's some great animation and the action is still great after all these years!" Enough said.

For years movie games were a licence, literally, for unscrupulous publishers to make a killing with games that were invariably big disappointments. This created a stigma about movie licences that is still hanging around today. This, however, certainly doesn't apply to BITS-designed games. Their dedication and skill makes them a design team of fearsome reputation. One of the best in the country.



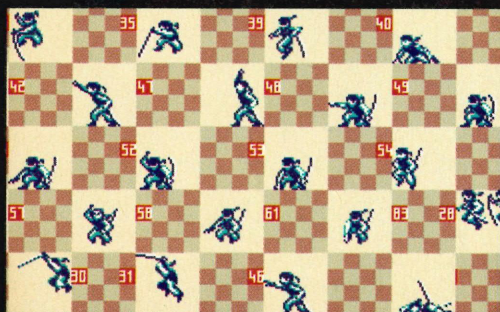
Below: Jackie Jomain painstakingly recreates storyboards for the games from movie scripts and visuals.



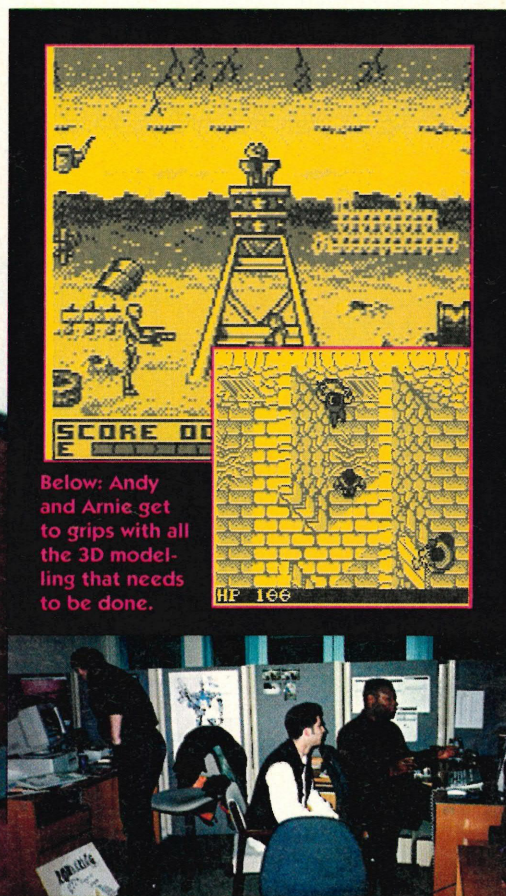
Programmer Cos
ours with a stange black
ssant for elevenses.
t: Andy Roberts and
e Nesbitt in discussion.

Foo Katan, 27, heads one of the top design houses, BITS. With a team of 40 staff, BITS produce the hottest movie licences seen on the Game Boy.

NET CRICKLEWOOD



I didn't know what life was all about until I saw the sprites for Ninja Spirit.



Below: Andy and Arnie get to grips with all the 3D modelling that needs to be done.

COMPETITION

Ubisoft's F1 Pole Position scores a hefty 83% this issue. It's a quality racing cart and you could win one of ten copies. Yep, Ubisoft are offering ten F1 Pole Position Game Boy carts as well as ten top notch quality Formula One replica cars.

As is the norm, only three easy questions need to be answered correctly to have a chance of winning a fine cart or a marvellous car. The senders of the first ten correctly answered questions will win a cart. Ten runners up will win a model car.

Ayrton Senna, Alain Prost and Damon Hill never won a Grand Prix without taking any risks. So emulate them, send in your entries and risk the chance of losing the price of a stamp or winning a top prize.

If you don't enter, there'll be no chance of a chequered flag, a laurel wreath and a humongous bottle of champagne. Not that we're giving them away anyway! But you could win one of the aforementioned brilliant prizes and the opportunity to fantasise. Good luck!

AND THERE THEY GO!

WIN FUN PACKED F-1 CARTS AND CARS!

**F-1 Compo,
GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

ANSWERS

- 1) _____
- 2) _____
- 3) _____

Answers to be in by 28TH JANUARY 1994.

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Name _____
Address _____

Post Code _____

QUESTIONS

1) Which one of these doesn't rhyme with 'tenner'?

- a) Ayrton Senna c) Edward Jenner
- b) Harry Fenner d) Lady Godiva

2) Which of these won the Formula One Drivers' Championship?

- a) Great Shark Hunt c) Miles Hunt
- b) James Hunt d) Gareth Hunt

3) Which of these is not absolutely necessary in a Formula One car?

- a) Engine c) Gears
- b) Wheels d) Consumer monkey

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So remember because Action Replay has a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open.. NOW!!

WRITE HERE WRITE NOW

Write here, write now – there is no other place I'd rather be. Write here, write now – watching the world wake up from history.

Making Games

Dear Sirs,

Does anyone have any idea who to contact about getting my hands on a Game Boy software development kit?

I am currently in my fourth year studying for a BSc in computing and have quite an ability for programming. I have several good ideas for games to captivate a slightly older audience.

Any suggestions at all would be appreciated — I may even make a final year project out of it.

Ken McMullan, Portrush, Northern Ireland.

No probs, Ken. Some of the information you may require is on confidential non-disclosure from Nintendo. It all depends on what you're after. As you're obviously serious you can contact the really nice people at Spidersoft who may be able to furnish you with the info that's gonna get you that First. Good luck and let us know how you get on.

Friendly fighting

Dear GB Action,

Me and my mate have been reading your mag ever since it started. However, my

mate has had a tragic accident. It was one frosty Sunday morning when I knocked on my mate's door with a copy of GB Action tucked under my arm.

Half awake he opened the door.

"What's that you've got?" he yawned, leaning against the door arch.

"Oh, you mean this" I said, pulling it out and shoving it in his face.

"GB Action?" he gasped, "I must go and get a copy now!"

"Well" I told him, "this is the last copy."

He looked at me as if he suspected I was lying. Then he bent down to take something out of the cabinet by his feet.

He produced a baseball bat with several dents and a bent nail in the top.

"Give the mag you punk!" he snarled, raising it above his head.

"Sure" I replied, rolling the mag up, "here, have it!"

With power only a quality magazine can deliver, I clouted him round the head. The bat dropped from his hands and landed

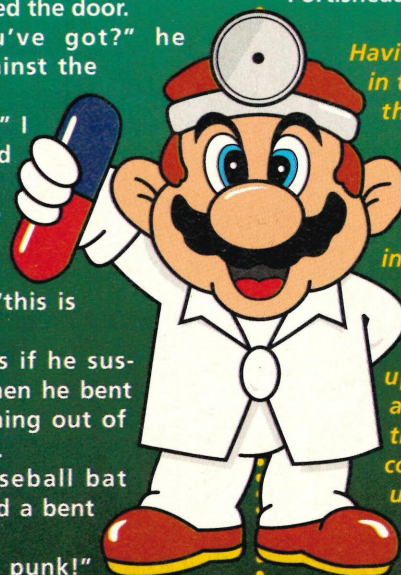
heavily on his foot. This put him off guard long enough for me to give him a strong right hook, knocking him unconscious.

The doctor says he has a mental condition which can only be cured by playing Pit Fighter for an hour each day. Please, find it in your heart to send me this game which I shall gratefully pass on to him. Thank you kind sir.

PS Your mag is the greatest in the world. We love it.

PPS We're counting on your infinite generosity. Thank you once again.

Tim Clare and Daryl Barrett-Cross, Portishead, Avon



Having consulted our own specialist in the field, the doctor recommends that your friend needs no more than to read GB Action from cover to cover every month. A recent report from a medical journal indicated an hour playing Pit Fighter every day will probably only cause a terminal bout of depression.

Nice try, but the beating him up bit cost you. GB Action can arouse great emotion among those fortunate enough to read a copy but we're afraid that beating up a friend cannot be condoned.

At such a bargain price I'm sure that in the spirit of friendliness, and to spread the gospel according to GB Action, you could've just bought your friend his own copy. I hope you've learned a valuable lesson from this. Ahem.

Dyna-confusion

Dear GB Action,

Is Super Bomberman coming out on the Game Boy?

Jayne Parish, Mid Glamorgan

Jayne, Jayne, Jayne, you've obviously been confused by the name change. Super Bomberman was released ages ago in those dark, pre-GB Action days under the name Dynablast. It's so old that you may be able to pick it up for about a tenner. Pretty damn smart it is too. Well worth a tenner if you see it lying around.

Praise to Manga

Dear GB Action,

I'm writing in response to the annoying letter from Susan Vickers.

I would like to thank you for doing features on Manga, I love it! I hope to see plenty more Manga in future issues!

As for those ungrateful people who complain about you doing reviews on

Manga, GB Action have only got your best interests at heart, so check out Manga or get left behind.
Chris Lam, Slough

Manga coverage lives on in GB Action. We had to put it in the news this month to make room for the photostory but it'll be back in soon! So check out GBA every month and keep informed.

Eh?

Dear GB Action,

How do you become a member of your excellent mag?

I have been getting your mag for months now but I keep forgetting to send you a letter to be a member.

Thanks for reading my letter.

Dave Megennis, Standon, Herts.

Well Dave, there is no GB 'club' as such to which you could become a member. But by people writing to us and letting us know their opinions on all things Game Boy we can keep the ideas and interest in the Game Boy scene flowing.

Questions!

Dear GB Action,

I have a couple of questions I would like you to answer. And the new look of GB Action is great, better than any other mag.

1. Can you tell me what rating Track and Field got?

2. What is the best game for the Game Boy?

3. Are there any cheats for Batman on the Game Boy?

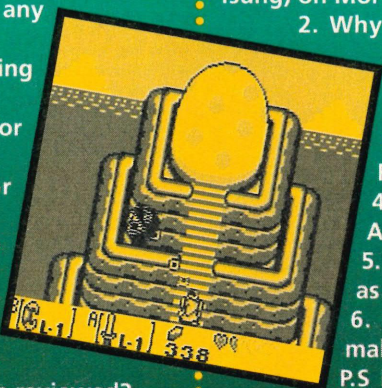
4. Could you do some more compos?

5. When is the first American football game coming out?

6. When is Zelda going to be reviewed?

7. How long do you have to wait when you order from Console Plus?

Scott Allcock, Birmingham



Okay, so I've given in and decided to answer a list of questions. Be warned, it won't happen too often, it's your opinions and ideas we're after. Most questions have been answered over the months so all you need to do is check out GB Action every month and keep informed.

1. 90%, it's pretty good.

2. Well, everybody reckons Zelda, without a doubt except Andy who insists it's Dr. Franken. What do you think?

3. Sure are. On the title screen hold up and right on the pad. Press start and wait for the Sound Test <None> to appear for a special treat! Also, on stage four, just after the first continue point there are two collapsing platforms. Jump to the first then second and hold right to enter a secret passage with a 1-up and a batarang power up. Helpful enough?

4. We do as many compos as space allows and will continue to bring you as many as is humanly possible.

5. Play Action Football by Nintendo was out on import ages ago and scored a whopping 52%. NFL Football is another American

footie game which might still be available and NFL Quarterback Club may hit these shores sometime in the New Year.

6. What's going on? We received your letter a whole ten days after the Christmas issue hit the shelves and you haven't realised that the Zelda review was in it? And we're going to all this trouble to answer your questions as well. A regular order at your newsagents might be in order!

7. Console Plus are pretty swift in the turn-around stakes for orders. If you send a cheque you'll have to give seven days for it to clear but a postal order will give an immediate delivery.

More questions!

Dear GB Action,

First of all the inevitable congrats on a fab magazine, and then some questions:

1. Can you play the bosses (Goro and Shang Tsung) on Mortal Kombat?

2. Why can't Capcom make SF2 on the Game Boy? We don't mind if they don't have all the characters.

3. Should I get an Action Replay?

4. Is Kung-fu Master (£9.99 in Argos) any good?

5. Why don't you offer a game as your Star Letter prize?

6. I own Akira, will they ever make an Akira game?

P.S If you can buy pirate 4-in-1 carts, why don't Nintendo make some official ones with older games on. Tetris, Revenge of the Gator, F1 Race and Tennis would be great!

Edward Staines, Bedford

1. The only way we know of doing this is by using the Action Replay codes printed in issue 19. For those who may have missed them (why did you miss them?), type 030X1DD6 and enter 6 as X for Goro and 7 for Tsung.

2. Don't hold your breath but Capcom may be contemplating such a move. Is it really a good idea to compromise the qualities which have made Streetfighter such a top

game by fitting it into the specs of the Game Boy?

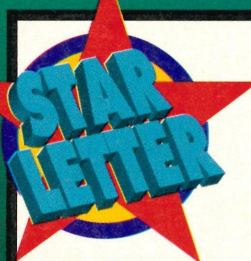
3. The Action Replay device along with the Game Genie can really help to give games either a longer life, or shorter life if you're trying to complete something.

4. It got a humungous 52% in the GB Action Guide to Official Releases which was free way back in issue 1. Not that good really.

5. Well we might. The thing is most of the letters we are getting are just lists of questions such as this. What we're after is opinions and ideas. Also the idea of writing to the mag should be to express opinions or give us information and not just write something for the sake of winning a prize. If we think a letter really deserves a prize then it gets a prize.

6. Yes. Watch this space for more details coming very soon.

Your idea for multi-game carts is a good one. As some fairly decent games disappear from view just because they're over a year old it would seem to make sense to resurrect them on a multi-game cart and offer real value for money. Like the Four-in-one funpaks from Console Plus we've reviewed recently. You never know what Nintendo may come up with so keep them crossed!



Dear GB Action,

I am congratulating you on a truly excellent mag. I can honestly say that you are extremely clever by allowing at least 2 - 3 whole pages for readers' advertising (free). That is usually the main reason why I get your mag, apart from all the great new releases reviews and I value your expert opinions on the games you review.

I thank you and hope you will carry this great work on.
Matt Harris, Merseyside.

A touch of self-congratulation here but we had a complaint in last month and it's good to know that the mag is appreciated. We want to know more of your opinions and ideas on what's good and, god forbid, not so good in the mag. So let's have some views rather than lists of questions. Anyway, thanks Matt, we're glad you like it.

**WRITE HERE
WRITE NOW**

GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP

BUYERS GUIDE

Somewhere in the UK there's probably someone who's never heard of the GB Action buyer's guide. How empty their life must be.

PLATFORMS

Addams Family

Ocean

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

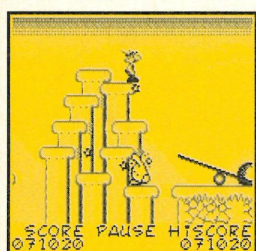
Adventure Island I & II

Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Asterix

INFOGRAMES



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Alien 3

Acclaim

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens. 90%

Alien Vs Predator

Activision

It's not too quick on the scrolling front but the aliens are crawling about everywhere at incredible

speeds and watching the radar screen is the best help you can have. 84%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full-on food fight? With arcade overtones and lots and lots of challenging layers, this will certainly take some beating. 86%

Batman

Sunsoft

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and well snazzy graphics complement the gameplay. Loads of mileage for your hard earned money assured. 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace. 90%

Blues Brothers

Titus

Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a solid platform romp around rock 'n' roll land make it a worthy addition to any collection. 90%

Bomb Jack

Infogrames

A very simple but addictive arcade conversion in which you boing

around the screen destroying fused bombs. There's 60 levels to negotiate if you can last the pace. 80%

Bubble Bobble

Taito

A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Packed full of fun but the password codes make it easier than it should be. 87%

Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

Castlevania 2

Konami

A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life. 86%

Dragon's Lair

Elite

Incredibly hard but dead playable all the same. Graphic detail is super stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. 88%

Duck Tales

Capcom

Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it too easy in the long run. 81%

Edd the Duck

LASERBEAM

Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover, perhaps too much so at times as sheer momentum rather than skill carries him through some levels. Not

bad but a bit like Taz-Mania. 77%

Fire Fighter

MINDSCAPE

Quite a nice attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in a warehouse, office block, etc. 78%

The Flintstones

TAITO

Yabba-dabba-doo! There's no need to get that excited because this is another stone age platform romp with admittedly excellent graphics. 78%

Hook

Ocean

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a quality release. Some really great graphics and unstoppable gameplay make for a treat. 85%

Joe and Mac

ELITE

A clobberingly good platformer hard enough to lure even the toughest of gamers into its snare. Cute graphics and mad antics make for great entertainment through nine levels. 89%

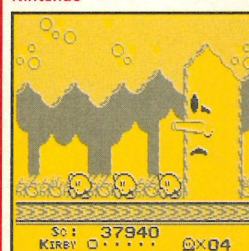
Kid Dracula

KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. 84%

Kirby's Dream Land

Nintendo



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Looney Tunes

Sunsoft

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not, unfortunately, too long lasting. 90%

McDonaldland

Ocean

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

Mega Man I, II & III

Capcom

Although all three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

Parasol Stars

Ocean

Fight through seven levels broily bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need tons of stamina and concentration to make any headway. 76%

Popeye 2

ACTIVISION

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pugsley's Scavenger Hunt

OCEAN

Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

Rodland

STORM/SALES CURVE

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless well worth a play about on. 79%

Speedy Gonzales

SUNSOFT

Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he

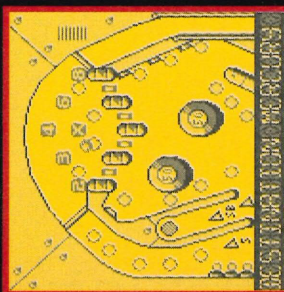
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy

MUST BUY'S

Pinball Dreams

Gametek

Silver ball action of the slick-est kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to it's name and really is a dream come true. One of the most playable carts, You'll be hooked. 92%



Prince of Persia

MINDSCAPE

Silky smooth animation is just the polish on this very sweet turkish delight of an exploration platform game. With some very difficult problems to get around and lots of last-ing appeal it's a more mature adventure. The opening levels are perfectly designed to get you into the comprehensive controls, the final levels keep you playing on and on. 90%

Lemmings

OCEAN

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night, on the bus past your stop, and use up all your spare battery collection. Puzzle players will find a last-

rescue his mates. Definitely recommended. 90%

Spider-Man 1, 2 & 3

Acclaim

If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun. 83%

Super James Pond

Ocean

Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

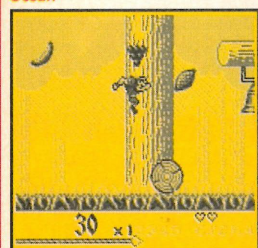
Star Wars

UBI SOFT

Varied and absorbing. This lasts longer than a Tatooine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

Super Hunchback

Ocean



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2

Nintendo

A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Talespin

CAPCOM

Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. At least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

Taz-Mania

TOY HEADQUARTERS

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit like Edd the Duck though. 76%

Tiny Toon Adventures

KONAMI

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Titus the Fox

Titus

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Crazy platform action with a cute fox thrown in for good measure. 67%

Zool

Gremlin

Zool is really quick. Gremlin have included enough options to make it seem like you're customising your own game. If you need a new challenge to test those thumbs, Zool is exactly what you're looking for. 92%

BEAT'EM-UPS

Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave. 91%

Lethal Weapon

Ocean

Action is go, go, go and the game

does improve the more progress you make but there is a lack of moves to perform, making it more dull than exciting. 72%

Mortal Kombat

ACCLAIM

Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. 87%

Raging Fighter

KONAMI

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. 74%

Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem this game. 59%

SHOOT'EM-UPS

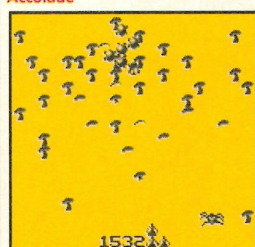
Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade



Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Drop Zone

Mindscape

A golden oldie with all the concentration on gameplay and none on graph-

ic detail. It packs a punch but is just far too hard and samey to offer serious long-term appeal. 77%

Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players begin to compete. Then its above average, just. 76%

Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end? 90%

Pang

HUDSON SOFT

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm. 74%

Probotector

KONAMI

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Not much to choose between them. 88%

StarHawk

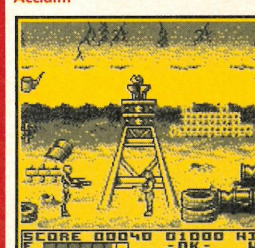
ACCOLADE

Alien blasting that follows the norm

as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds lack originality. 69%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just what you're supposed to annihilate. 76%

Xenon II

Mindscape

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane. 63%

DRIVING GAMES

Days of Thunder

Mindscape

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. I'll say this for it, the car drives nice and smoothly and its pretty hard. All in all, though, its just too bland to get a remotely decent mark. 41%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 88%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem

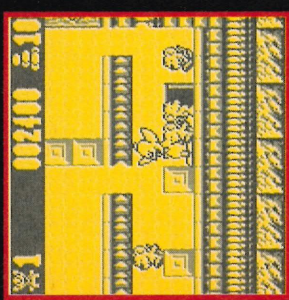
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases

ing challenge to fall in love with and want to marry. 95%

Krusty's Fun House

ACCLAIM

Hi Kids! Bart's all time fave TV show trips onto the green screen with class. A platform puzzler that's got very little to do with the Simpsons (aww), but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%



Super RC Pro Am

NINTENDO

Slick fast and playable, loads of tracks and the four playerLink option offers the greatest multi player fun 'Boy can offer. Car upgrades, weapons and tough competitors keep the fun going when you're playing alone. The sort of game you can just pick up for a quick game and play all day. Full of fun, the Link option must be played to be believed. 89%



oozes sheer playability with eight different courses and lots of loop the loops to enjoy. Obstacle packed, and full of frenzy it's a near perfect biking simulation. 80%

Race Drivin'

TOY HEADQUARTERS

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are cool. 73%

SPORTS

All-Star Challenge 2

ACCLAIM

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is limited. 74%

Bases Loaded

JALECO

A heckuva good baseball simulation that, once perfected, will offer hours of enjoyment. The graphics and sound aren't particularly hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

Hit The Ice

TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the televised Ryder Cup's inflamed your golfing appetite then try this. 80%

Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

Mario Golf

Nintendo

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a near perfect sim for budding enthusiasts with plenty of different holes to negotiate. Fore! 80%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Just about the best possible Tennis game you could fit on the screen. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Sensible Soccer

Sony Imagesoft

There's plenty of footballing action to enjoy here. The action gets quite intense scrambles leading to sore thumbs and sweaty palms. Sensi just might be right up your street. 85%

Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

ACTIVISION

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Unfortunately, each mission has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

PUZZLERS

Boxle 1 & 2

FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Sounds boring but it isn't. Two real brain teasers make a pleasant change from more run-of-the-mill offerings. A pretty good effort in all. 80%

Garfield

KEMCO

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

4 In 1 Funpak II

Interplay

Each superficially simplistic game does have sufficient nuances for plenty of goes before the craving for something with pace sets in. All four have long since passed the test of time in their original forms. 81%

The Humans

Gametek

Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

Q*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable. 83%

Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill required. Excellent fun. Elvis spotted in Game Boy game!!! 85%

Tetris

NINTENDO

You all know the score with this famous old bird. Move various shapes around the screen to form lines and advance to further levels. Addictive,

but in a strange lego block-frustration type manner. 95%

Yoshi's Cookie

NINTENDO

A bit similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match up similar ones to make them disappear. The further in you get the faster they fly. Trading on the name one thinks. 76%

ROLE PLAY

Battle of Olympus

Imagineer

Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and set you on your many missions. 87%

Mystic Quest

Nintendo

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat. Also known as Final Fantasy Adventure. 85%

Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, true enough, but well worth the effort if you stick with it. 85%

Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but also compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with a great deal of brain rummaging. 79%

MISCELLANEOUS

Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Castle Quest

Sony Imagesoft

There's plenty to like about Castle Quest. There's a lot to it as well. For strategy fans it's a must. It's challenging, engaging, infuriating and com-

elling. Castle Quest would look good in any collection. 89%

Chessmaster

Hi tech Expressions

A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Recommended to all you budding chessmasters out there in the great beyond! Plays a much better game than Nigel Short! 91%

Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up. 78%

Crash Dummies

Acclaim

A quite original and chuckalicious game that offers more variety than is at first apparent. There may well be only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Easy to get hooked on. Clunk click, every single trip! 87%

Jurassic Park

Ocean

A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes boring but the rest is pretty good. Graphics are stylish but maybe could have been better. There's plenty to do and see, but its no classic. Fans of the film should take a look. 85%

Populous

Imagineer

Want an intense personal challenge with a learning curve? You've got one. Want to play God? You ARE God! Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing. 91%

Rampart

MINDSCAPE

Build or die in a medieval heave-ho involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for much rougher onslaughts. 83%

Revenge of the 'Gator

Nintendo

A delightful pinball game and very addictive. There are five different tables, bonus rooms, realistic ball motion and loads of buzzes, bells and bleeps. The scrolling is a bit jerky but the gameplay is easily good enough to ignore that. 87%

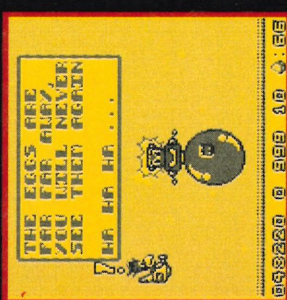
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Alfred Chicken

MINDSCAPE

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platforms then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



Best of the Best: Championship Karate

LORICEL

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with with this knock out cart. 93%

The Legend Of Zelda

NINTENDO

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. Nobody will be disappointed with Zelda. 96%

Free Classified

SWAPS

- Will swap Lemmings for Super Mario Land 2, or swap Battle of Olympus for Mortal Kombat, The Humans or Populous. Phone 051 428 8184 after 4pm on week days.
- I will swap Game Boy with 5 games and light magnifier for Sega Mega Drive with 4 games. Phone 0266 658881.
- Swap Gauntlet II for any Game Boy game. Phone St Albans 0727 866160 after midday.
- Swap my Speedball 2, R-Type or Star Wars for your Mario Golf or The Chessmaster. Please hurry!!!!
- I will swap my Terminator 2 for your Super Mario Land or any other decent game. Tel 0246 235771 after 3.30pm.
- I will swap any Sega Mega Drive game and £10 for your Mortal Kombat. Just call 0883 743857.
- Will swap my Mario Golf for Alien 3. Mario will be boxed but sorry no instructions. Phone 051 474 9554.
- I will swap my Krusty's Fun House for any good game, especially Mario Tennis. Phone 0533 716581 after 5pm. Like my game must include box and instructions.
- I will swap Star Trek, Turrican, Robocop or Joe and Mac for Populous, Crash Dummies, Mortal Kombat or any other decent games. Phone me on 0978 752646.
- Dr Franken or Lemmings to swap for Prince of Persia, Mortal Kombat, Zelda, Asterix, Parodius or Alfred Chicken. Soft carry case for £3. Phone 0344 425026.
- I will swap my Motocross Maniacs or Joe and Mac for Alfred Chicken, Lemmings or Mortal Kombat. Phone 0964 622554.
- I will swap my Qix, Super Hunchback, Shadow Warriors or Kirby's Dream Land for your Star Wars, Zelda, Mortal Kombat, Choplifter II, Prince of Persia, Jurassic Park, Crash Dummies, Pinball Dreams, Alien 3 or Battle of Olympus. All boxed with instructions. Call 0344 425026.
- Swap Kung Fu Master, any game

considered. Tel: 0793 488392.

- I will swap F-1 Race with 4 player link-up, Ghostbusters II, Who Framed Roger Rabbit or TMNTurtles 2 (no boxes for any) for Lemmings, Best of the Best, Mortal Kombat, F-15 Strike Eagle or Crash Dummies. Please hurry. Phone 051 546 0307.
- I will swap my Asteroids, Robocop, Ninja Gaiden Shadow or Duck Tales for your Jack Nicklaus Golf, Mario Golf or The Chessmaster. Please hurry. Phone 0752 482842.
- Swap Game Boy, magnilight and 12 games: Populous, Super Hunchback, Super RC Pro-Am, T2: Arcade Game, Terminator 2, Super Mario Land, Speedball 2, Pit-Fighter, Tetris, Turrican, Side Pocket and Double Dragon for a Sega Game Gear with games or an Amiga with games. Write to: M Davis, 2 Red Admiral Drive, Abbeymead, Glos GL4 7ET, or phone 0452 611516.
- I'm looking to swap Top Ranking Tennis, Speedy Gonzales, Alfred Chicken and The Flintstones. So come on make me an offer I can't refuse! Write to: S Bennett, 11 May Street, Burnley, Lancs BB11 3NF. PS. Please state whether your games include instructions and are boxed, all above are.
- Look!!! Swap Castlemania for any game, swap TMNTurtles (new) for Joe and Mac, swap Raging Fighter for Super Mario Land 2, or swap Parodius (90%, GB Action, must buy) for Best of the Best, Jurassic Park or The Empire Strikes Back. I might accept other games! Phone 0293 541411. Hi! to Chewy!!
- Swap Dr Franken for Tiny Toons, Kirby's Dream Land, McDonaldland or Joe and Mac and a codebook with one if you have one for swap. Phone 05395 58125.
- I will swap anything! for Monopoly, Scrabble or Final Fantasy Legend III, even 2 for 1 swap. I'm desperate. If you have any of these, call 0924 444810. If I'm not in, please leave your phone number.
- I will swap my Krusty's Fun House with instructions for your Joe and Mac, Tiny Toons or Alfred Chicken. All must have instructions. Tel: 0564 824804 after school, Solihull area only.
- Swap my Super Mario Land 2 or Krusty's Fun House for your Looney Tunes or Dr Franken. Ring 0761 436249.
- Swap my brand new personal stereo for any Game Boy game or a 2 player adaptor. Games wanted: F-15 Strike Eagle, Lemmings, Alfred Chicken, Mortal Kombat, Dr Franken or Star Trek. Phone 0703 441587 evenings, please hurry!
- I have got Super Hunchback (rated 91% in GB Action) to swap. It is boxed and has instructions. In exchange I would like one of the following: Alfred Chicken, Top Ranking Tennis, Zelda, Speedy Gonzales or Looney Tunes. Game to be swapped must be boxed and contain instructions. Phone 081 660 7312 after 6pm.
- I will swap my Game Boy with battery pack, earphones, leads and lots of games for SNES, 2 control pads and 3-4 games, if possible to include Street Fighter II please. Ring 0506 410996 after 4pm.
- I will swap my Marble Madness for Double Dragon 1, 2 or 3, Star Wars, The Empire Strikes Back or any good game. Ring 0305 853037.
- Swap Blades of Steel, Double Dragon, Ferrari GP Challenge, Qix, Tecmo Bowl or Terminator 2 for Bo Jackson, Darkwing Duck, Duck Tales 2, The Little Mermaid, Tale Spin or any other good games. May buy if at reasonable price. Write to: F Morton, 42 Mountain View Drive, Newry, N Ireland BT35 6DW.
- Swap WWF 1 for The Humans, or swap Othello for Track and Field. Phone 0245 475361 after 6pm. Thanks and hurry.
- Will swap Terminator 2, Duck Tales or TMNTurtles for Lemmings, Best of the Best, Star Wars or any decent game. Also wanted, Pro Action Replay. Tel: 0562 861393.
- Swap Duck Tales or Bart Vs Juggernauts for Crash Dummies or any good car game rated more than 70% in GB Action. Ring 0202 425847 after 7pm.
- Swap Batman, Duck Tales or Super Mario Land for any good Game Boy games. Phone 02907 612, or write to:

I Daly, 'Pillingwood', Hillhead Farm, Ochiltree, Ayrshire KA18 0XX.

- Will swap Paperboy for Tiny Toons, Mega Man or Addams Family. Phone 0704 870486.
- Will swap Pro Action Replay for Alfred Chicken and any accessory. Tel: 0284 766103.
- I will swap my Chase HQ, Turrican or Tetris for your Pinball Dreams, Lemmings or Super Mario Land 2. Call 081 890 1888 or write to: A Roast, 79 Staines Road, Feltham, Middlesex TW14 0JS.
- I will swap my Home Alone 2 or Super Mario Land for Tiny Toons, Mortal Kombat or Looney Tunes. Please phone 0908 316966 after 4pm on any day. For Game Boy please!!!!
- I will swap my Super Mario Land for your good games, preferably Fire Fighter, Kirby's Dream Land, Jurassic Park or The Empire Strikes Back. Hurry! Ring me on 0276 62371 after 5pm. Other good games will be considered.
- Swap Game Boy games Populous, Super Hunchback, Super RC Pro-Am, T2: Arcade Game, Terminator 2, Super Mario Land, Speedball 2, Pit-Fighter, Tetris, Turrican, Side Pocket or Double Dragon for almost any game, especially Mortal Kombat, Best of the Best or Lemmings. Write to: M Davis, 2 Red Admiral Drive, Abbeymead, Glos GL4 7ET, or phone 0452 611516.
- I will swap Bomb Jack, Robocop 2, WWF 1, Terminator 2 or Princess Blobette for The Humans, Prophecy: Viking Child, Lamborghini or Zelda. Phone 0491 839869 between 6-8pm.

● Will swap Rocky and Bullwinkle, Bart Vs Juggernauts or Nintendo World Cup for any racing game except Race Drivin' or Ferrari GP Challenge. Hurry and phone 0455 613098.

- I will swap my Metroid II or Dynablaster for Speedy Gonzales, Super Mario Land, Super RC Pro-Am, Darkwing Duck or The Chessmaster. Must be in mint condition. Phone 0324 612762 after 5pm.
- I will swap Super Hunchback, Track and Field, Tiny Toons, Bart/Camp Deadly, Castlemania Adventure, Hook or Blades of Steel for Mortal Kombat, Asterix, The Fidgetts, Crash Dummies, Kid Dracula, Speedy Gonzales, Taz-Mania, Addams Family 2 or Raging Fighter. 2 for 1? Ring 0793 827594.
- Will swap Super Mario Land 2, Robocop 2 or Knight Quest for Mystic Quest, Prince of Persia or Hook. Please, I'm desperate.
- I will swap Super Mario Land or Gremlins 2 for Tiny Toons, Mortal Kombat or Super Mario Land 2. Others considered. Phone 0536 521818.
- I will swap my Game Boy amplifier (boxed and in good condition) for Alfred Chicken, Super RC Pro-Am, Mortal Kombat, Motocross Maniacs, Tiny Toons, Kirby's Dream Land, The Humans or Game Genie. Phone 0343 545771 after 5pm please.
- I have 8 top Amiga games including Body Blows Enhanced Version. Swap individually or in pairs for your Game

Boy games. Must live in Sheffield area. Phone 0742 312175.

- Swap Prince of Persia, WWF 1, Gremlins 2, Spider-Man or Mickey's Dangerous Chase for Alien 3, Crash Dummies, Motocross Maniacs, T2: Arcade Game or Mario Golf. Write to: J Pope, 95 Windsor Avenue, St Johns, Worcester WR2 5NB, or call 0905 423288 weekends.
- I will swap my Bart/Camp Deadly for your Jurassic Park, Mortal Kombat or Super Mario Land 2 for the Game Boy. Please phone on 0908 316966 please.
- I will swap Bart Vs Juggernauts or Bomb Jack for Star Wars, Krusty's Fun House, Dragon's Lair, Mario Tennis or Super Mario Land. I will buy any of the above. Also wanted badly, Game Genie or Pro Action Replay. Name your price! Write to: K McMullan, 3A Oaklands Avenue, Portrush, N Ireland BT56 8JP.

SALES & SWAPS

- Will swap Motocross Maniacs or Nemesis for any of your good games, or will sell for £15 each. Will also swap Super Mario Land 2 for a really good game, or will sell for £20. Ring 0232 667869 week days between 5-8pm.
- Sell Super Mario Land, Star Wars or Super Kick-Off, boxed with instructions, for £15 each, or swap for Prince of Persia, The Empire Strikes Back, Zelda or others. Call 071 254 5516 after 6pm.
- For sale Dr. Franken, Krusty's Funhouse, Battletoads, Hunchback, Monopoly, Golf, Nemesis. £8-£13 each. Ring 0322 222 705, Ask for Phil.
- For sale Super Kick-Off, Best of the Best and WWF 1, £15 each, all boxed with instructions, £40 the lot. Or swap for a Game Genie with book and Handy Boy. Also a Nuby hard case £5. Plus a mountain bike worth £200, I will swap for SNES with 1 game please. Ring 0689 875443 after 5pm for details.
- For sale Game Boy with 4 games: Tetris, Mortal Kombat, Krusty's Fun House and Jurassic Park. Will sell for £100 ono, all games boxed with instructions, or swap for a Sega Mega Drive with 1 game. Call Chelmsford 0245 477256.
- I would like to get rid of Duck Tales any way I can. I'll accept anything for it. Please write quickly, I'm desperate. Write to: L Davies, 74 Devon Road, Frankley, Birmingham B45 0NP.
- Game Boy, Game Genie, 3 games (Tetris, Battle Unit Zeoth and F-1 Race) and magnifier. Will swap for SNES or Sega Mega Drive and a couple of games, or sell for £65 ono. Tel: 0386 858243.
- For sale or swap: Pit-Fighter, Bugs Bunny Crazy Castle or Asteroids. All prices considered. Phone 0595 4627.
- I have 18 top games including Lemmings, Hook, Mario Tennis, Batman, Batman: Return of the Joker, etc. I will swap them for other top games or sell them for £10-15 each. Must live near Sheffield or you must collect. Phone 0742 588010.
- I have Alien 3 (90%) and Burai

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name.....
 Address.....

Post code.....
 Telephone.....
 Please make sure your phone number is clear, and include all your digits
 Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

FREE!

ied Adverts

Fighter Deluxe for swaps on Game Boy for Alfred Chicken, Asterix, R-Type II, etc. Or sell for £15 each. Phone 041 337 1818.

• For sale: Batman, Home Alone 2 and Crash Dummies, £10-12 each, or will swap. Phone 0708 442826 from 6-8pm week days.

• For sale or swap: Nintendo World Cup or Double Dragon. Swap for Nemesis I & II, Lemmings, Garfield, Mortal Kombat, Handy Boy, Pro Action Replay or Game Genie. Or sell for £15 or more. Also sell Tetris for £10, and also for sale instruction book for Turrican £2. Phone 0474 535684.

• For sale or swap: Crash Dummies, Mortal Kombat, Star Wars, Alfred Chicken, Zelda, Motocross Maniacs and many other games. Sell them for £10-15 each or swap for any good game. Ring 0923 282344.

• For sale Mortal Kombat £20 and Super Mario Land 2 £14, or swap for Battle of Olympus. Ring 0455 613768, Hinckley, Leics.

• Swap Double Dragon for any game or buy any good games up to £15 or buy any accessories. Only in West Yorkshire. Tel: Leeds 0532 407781 after 5pm.

• For sale: T2: Arcade Game, boxed with instructions, £5-10, or will swap for Alien 3, Mortal Kombat or Alfred Chicken. Other reasonable offers will be considered. If interested please phone 0505 321699 week days 5-8pm, weekends 12-8pm. Hurry!

• Swap Super Scrabble for Alien 3, Probotector or Nintendo World Cup, or swap Chase HQ for Mortal Kombat, Raging Fighter or any other beat'em-ups. Or sell for £13 each. Please hurry, I'm desperate. Oh and swap Mega Drive games. Ta!! Or swap all Game Boy stuff: 5 games — Tetris, Super Mario Land, The Chessmaster, Chase HQ and Super Scrabble for SNES with Street Fighter II only. Ring 0703 510600 after 4pm.

• I will swap Turrican, never used, boxed with instructions for Prince of Persia, Taz-Mania, Lemmings, Zelda, Asterix, Alfred Chicken, Jurassic Park, Zool, Tiny Toons or Duck Tales 2. Or sell for £12. Phone 0270 213393 week days after 4pm.

• Will swap T2: Arcade Game for any Game Boy game that's decent and in mint condition, or will sell for £10. Ring 0474 823768.

• For sale Game Boy with 5 games: Tetris, Mortal Kombat, Zelda, Jurassic Park and Track Meet, boxed with instructions, 3 weeks old, £100, or swap for SNES with at least 1 good game, must be boxed. Call Chelmsford 0245 471762.

• Super Mario Land for sale for £15-20m, or shall swap for Zelda. Tel: 0904 704841.

• Swap Boulderdash, Battle of Olympus or Kirby's Dream Land for Super Hunchback, Zelda, Mystic Quest, Robin Hood, Asterix, Tiny Toons, Looney Tunes, The Empire Strikes Back or The Blues Brothers. May also sell for £15 each. Phone 0708 724736 evenings. Also magazines for sale.

• Will swap my WWF 2 boxed with instructions or Japanese game not boxed but in case for Joe and Mac,

Bart Vs Juggernauts or Tiny Toons, or sell WWF 2 for £14 and Japanese game for £12. Call 0272 491511, oh go on please.

• For sale Super Mario Land £5, Super Mario Land 2 £12, Bill and Ted £12, Nintendo World Cup £10, Tetris £8 or Dynablast £8. Or swap for Krusty's Fun House, The Fidgetts, Goal!, Dennis, Dr Franken, Zelda or The Humans. Phone 0473 728034 between 6-7.30pm.

• Will swap Duck Tales, Nemesis, Mario Golf, Terminator 2, Mega Man I or F-1 Race (all mint) for Lemmings or The Chessmaster (1 to 1), or will sell. Phone 0484 541564.

• For sale Duck Tales £9, Battletoads and Crash Dummies £15 each, Super Mario Land 2 and F-1 Race. Or swap £15 game for Revenge of the Gator. Phone 0291 423653.

WANTED

• Wanted, McDonaldland or Zelda for Game Boy. Must have instructions and protective case. Will pay £10 for one of them. Phone 061 865 5074 after 6pm.

• Wanted: Choplifter II, Alfred Chicken, Prince of Persia, Alien 3, Mortal Kombat, Zelda or Revenge of the Gator. Swap for Qix, Dr Franken, Ninja Gaiden Shadow, Lemmings, Super Hunchback or Kirby's Dream Land. Phone 0344 425026 any day, any time.

• Wanted: 5 good games (including Tetris, Zelda, Populous or any other good games), £25 for the five. Must deliver or post, Coventry area. Phone 0203 672265.

• Wanted Mortal Kombat and Jurassic Park, will pay £10-12 each plus one of my games: Blades of Steel, Krusty's Fun House, Super Kick-Off, Dr Franken or Bart/Camp Deadly. Phone 0326 290439 after 6pm.

• Wanted: Game Boy games always wanted, especially recent ones including: Addams Family, Alfred Chicken, Football 2000, Football International, Jeep Jamboree, Looney Tunes, Pinball Dreams, Revenge of the Gator, Sensible Soccer, Super RC Pro-Am, Tiny Toons and Zelda. Up to £13 paid. To include box and instructions. Phone Mondays on 0323 833022.

• Wanted all Game Boy games going cheap. Send list and price. Must have case and instructions. Cheap or fair price should guarantee sale. Please write to: B Fitzgerald, c/o PT Randles, Main Street, Kenmare, Co Kerry, Eire.

• Wanted The Empire Strikes Back, Star Wars, Mortal Kombat, Jurassic Park or Alfred Chicken on Game Boy. Will pay from £10-13 each. Phone 0709 873410 preferably after 4.30pm.

• Wanted: Revenge of the Gator, Q*Bert and Qix. Will pay £10+ with instructions. Will consider without. Phone 071 281 1091 and leave your message.

• Wanted any issues of GB Action issues 1-17. Also cheat books for SNES and Game Boy. Write to: K Dempsey, Carnew Road, Goney, Co Welford, Ireland. Phone Ireland 055 20252.

• Wanted any information on console shops in the North East that would fix

a cracked screen on my Game Boy. Call 091 430 0686.

• Wanted: Free! £10 cheque. To receive your £10 cheque send your unwanted boxed Game Boy cart including instructions to me. When I receive your cart, I will promptly send you a £10 cheque as payment for the cart. Wot a deal! Phone 0323 833022 on Mondays.

• Wanted: Super Scrabble. Will pay £20 if in good condition and boxed. Please ring 0255 473675 after 6pm.

SALES

• Game Boy games for sale: Gargoyle's Quest and Duck Tales, £10 each; Dr Franken with instructions £13. I will buy Mortal Kombat for £10. I have issues 14, 15 & 19 of GB Action for £1 each. Phone 0277 659711.

• For sale:- Game Boy, 6 highly rated games and Logic 3 carry case. Will also throw in 10 GB Action mags. If interested phone 0505 873481 for details.

• Game Boy for sale, brilliant condition, with 8 games including Joe and Mac, Top Ranking Tennis, Dr Franken, Alien 3, Super Hunchback and more. Plus rechargeable battery pack and power adaptor, £130. Phone 0376 326888 after 6pm.

• Will sell Game Boy, link-up, light master, mains/recharger pack, earphones and 17 games including Super Mario Land 1 & 2, Jeep Jamboree, Batman, Double Dragon 2. All fully boxed with instructions except 2 carts. For £160. Contact 081 898 6189. Will not sell carts separately.

• For sale Game Boy game Nintendo World Cup, never used, still boxed, £15. Tel 0388 813974.

• I'm mad because I'm selling my Hand Boy and Handy Power kit along with Super Mario Land 2, Batman, Double Dragon 3, Terminator 2, Probotector, Mercenary Force and 4 other games, cheats and 14 game carry case, worth £300, sell for just £80 ono. I also want your SNES games and I am willing to pay £7 for Street Fighter II box. All games boxed with instructions! Phone 0734 866405 now!

• Game Boy for sale with R-Type II, Nintendo World Cup, Looney Tunes, power adaptor and Pro Action Replay. All only 2 weeks old complete with full instructions and boxes. All for £100 ono. Ring 0977 796582.

• Game Boy for sale including Dr Franken, WWF and AC adaptor, magazines as well, all £45. Atari 1040 ST FM for sale, 100s of games, joypad, mouse, mouse mat and disk box, all £175. Phone 0664 62776.

• Game Boy for sale with 5 great games: Mortal Kombat, Battletoads, Batman, Tetris and Spider-Man 2, only £100. Ring 0509 215653, buyer must collect, Loughborough area.

• Mortal Kombat for sale £15, Spider-Man for sale £10, and Beetlejuice for sale £10. Phone 0775 761728.

• For sale Game Boy with 10 games including Revenge of the Gator and Super Mario Land. £170 ono. Original price £350. Plus 11 free issues of GB Action. Also light magnifier and 2 carry cases. Phone 0628 26785.

• For sale: Handy Boy (in box), Super Mario Land 2 (boxed), Joe and Mac (boxed), 16 back issues of GB Action and How to Win at Game Boy games by Jeff Rovin, £50 ono. Call 0908 663033 (Milton Keynes).

• For sale: Game Genie £18, Spider-Man £12, Prince Valiant £12, Prince of Persia £15, WWF Superstars £12, Duck Tales £12, and Hook £15. Total £96, or however many you want. Ring 0279 657705. Hurry!
• Game Boy games for sale: Bart Vs Juggernauts £10, Navy SEALs £10, Battle of Olympus £12, Super RC Pro-Am £12, Batman £10, and Fortress of Fear £10. All boxed with instructions. Phone 021 429 2807 after 6pm.

• For sale: Game Boy £20, Best of the Best £15, Super Hunchback £15, Krusty's Fun House £15, and battery pack/AC adaptor £15 ono. All games boxed with instructions. Phone 0386 860330.

• Game Boy for sale with 4 great games including Lemmings and Motocross Maniacs, carry case, light boy, 2 player adaptor and headphones including all instructions for games except one, £100 ono. Phone 0677 423024.

• For sale Game Boy and 11 games including WWF 2, Speedball 2, Mega Man II, Blades of Steel and Bart Vs Juggernauts. Also light boy, carry case and Nuby mains plug. Worth £320+, will sell for £150-200. Ring 0432 356069 between 6-9pm.

• Game Boy, 5 games, 2 player leads, 4 player adaptor, game light, carry case and headphones in vgc. Worth £200, sell for £90. Tel: 0326 250148, Cornwall.

• Game Boy games for sale. I have over 20 top titles for as little as £5 and as much as £15 tops. You won't get a better deal off anyone else. Phone Coventry 0203 447369 for details.

• Game Boy with 9 games, AC adaptor, light magnifier, 2 carry cases, all boxed, £110. Phone 0244 329295 after 6pm.

• For sale: Boulder Dash, Tiny Toons and Batman: Return of the Joker, boxed, £15 each; Fortress of Fear, unboxed, £10; Mortal Kombat, only used twice, boxed, £20 only. Phone 071 626 3510.

• Game Boy for sale, includes 4 great games all boxed. Also have link lead. Sell at any reasonable price. Phone 0204 887132.

• Sell Game Boy with light magnifier, 2 cases and 25 games, £238. Excellent condition. Bargain includes Super Mario Land 2, Crash Dummies, Probotector, Parodius, Super Hunchback, Choplifter II, Top Ranking Tennis, Dragon's Lair, Dr Franken, Bart Vs Juggernauts, Tetris and 14 others. Amazing bargain, will sell separately. Ring 051 343 9360.

• Game Boy with 2 games, Dragon's Lair and Metroid II, £40. Also 4 Atari Lynx games: Toki, Bill and Ted, APB and Kung Food, £10 each. Phone 0232 601169 after 4pm.

• Bargain. Game Boy, 7 games, mains adaptor, carry case and 2 player link lead. Games are Probotector,

Lemmings, Mario Tennis, Terminator 2, Dynablast, The Punisher and Mario & Yoshi. Worth £255, sell for £120 ono. Call 0272 649371 now.

• Listen! I will sell my Game Boy, Mario Golf, Bo Jackson 2-in-1, Bugs Bunny Crazy Castle, Jordan Vs Bird, Dr Mario and Tetris, earphones, rechargeable batteries and charger and 2 player lead. All games in cases, a couple fully boxed, most with instructions. All of that lot for only £75 ono. If interested, phone 081 958 2829. First come, first served!

• For sale back issues of GB Action 7-14 and 17, 50p each. Very good condition. Phone 0642 554725.

• Game Boy games for sale. I have Super Mario Land 2 and WWF 2, 1 year old, boxed with full instructions, £10-12 each. Call 0734 783765 after 3.30pm. Superb offer, shouldn't be missed.

• Will sell Pacman boxed with instructions for £10. Phone 031 337 5581 (Edinburgh). Don't delay, call today!

• For sale: Super Mario Land, Duck Tales, Super Kick-Off and Chase HQ, all £12 each, boxed, as new. Phone 0691 661088.

• For sale Logic 3 protector case for Game Boy. Half price at £4.50. Must buy now. Contact 0642 554725.

• For sale Mega Man, Bill and Ted, Revenge of the Gator, Kung Fu Master, Radar Mission, WWF 2, Terminator 2, Handy Boy and Game Genie. Games from £5, add-ons £15 each. Call 0540 651377 any time!

• For sale Game Boy £30, magnifier with light £8, Qix £8, or the lot for £35. Phone 0733 230097.

PERSONALS

• To all people who have not received a reply from Got A Good Name? Please write back and this time enclose a SAE stamped! Thank you.

• To D Walker. Sorry, but your letter asking us not to print the four ads arrived way too late, so printed they were. Hope this hasn't inconvenienced you too much. Keep reading. —Ads Typist.

PEN PALS

• Hi, I'm a 12 year old boy looking for a female penpal between 11-13. Must like music and Game Boy. All letters answered, photo would be nice. Write to: M Hewitt, 57 Raymond Road, Langley, Berkshire SL3 8LN.

• Male or female penpals aged 11-12 needed. Reply quickly to: D Alexander, 8 Coresford Drive, Priesthill, Glasgow, Scotland.

• Penpal wanted. Must be 9-10 years old and it would be best to have a Game Boy. I am 10 years old and my birthday is on the 5th of May. I have a Game Boy. Write to: J Marsh, 4 Parkhurst, Epsom, Surrey KT19 8QZ.

• Wanted! Male or female penpal! Any age. I'm aged 14. Game Boy not required. Photo will be appreciated. I will write back to everyone. I like music, videos and anything else.

Continued...

Free Classified Adverts

Write to: L Gifford, 39 Portland Street, Leamington Spa, Warwickshire CV32 5EY.

● Penpal wanted, male or female, must be 13 years and over, no Game Boy required, send photo if possible recent, 100% reply. If this is you write to: S Williams, 15 Aber Las, Parc Coed Onn, Flint, Clywd CH6 6PZ.

● Wanted female penpal. Must own pen and paper. Aged between 14 and 21, who enjoys music, going out, etc., anything. I enjoy sports, music, weightlifting and meeting new people. Write to: M Reay, 17 Canterbury Close, Luton, Beds LU3 2QY.

● Looking for a 12-14 year old penpal, must like music and having fun, must be mad. All letters 100% reply - get writing to: R Trislove, 5 Cumberland Road, Heatherside, Camberley, Surrey GU15 1SF.

● Hi! I am looking for a female penpal aged between 10-13. Must like swimming, pop music, reading and must own a Game Boy and a SNES. Photo if possible. Write to: K Demosthenous, 4A Elmore Street, London N1 3AL.

● Hi. I'm looking for a male or female penpal aged 13-14. I'm interested in having fun and rugby. Please send photo if possible. I also like music and going to the cinema, so all you lovely people get writing to this live and kicking young man. Write to: C John, 21 Cwre Sart, Britonferry, Neath, West Glamorgan, South Wales SA11 2ST.

● Male penpal wanted aged 9-11. Must like Game Boy and all computers. I am in Cubs and support Blackburn Rovers. Write to: S Bradley, 12 St Mary's Close, Walton-le-Pale, Preston, Lancs PR5 4UN.

● Scots bloke (18), seeks male and female penpals aged 17-20. Must enjoy having a good time and all types of music. Good sense of humour is essential, although having a Game Boy isn't. Please contact: A Watt, 73 Rosehill Court, Cornhill, Aberdeen, Scotland AB2 5XQ.

● I am looking for a penfriend, female, aged 10-12, must have a Game Boy, if possible from London please! Get writing to me at: N Yuille, 23 Yarwood Avenue, Wythenshawe, Manchester M23 0QD.

● Do you want a ray of sunshine in your humdrum life? Then write to: P Ellison, Nash Bungalow, Nash, Ash CT3 2JU.

● Penpals wanted, male/female, aged 12-15. Must like Game Boys or SNES. Will reply to the first 5 people. Write to: D Nelson, 3 Courtlands Avenue, Langley, Slough, Berkshire SL3 7LD.

● 15 year old female in need of a guy to write. Reply to: M Fox, 41 Pennyfield, Cobham, Surrey KT11 1DD.

● Penpals wanted (16+), male or female, don't have to own Game Boy, to write about life or anything you want. I am 17 years old and male. Write to: L Sales, 5 Hillhead Drive, Windmill Estate, Birstall, West Yorkshire WF17 0PA.

● Male/female penpals wanted, 100% reply, aged 11-15, I am 11, like most sport, get writing to: C Leech, 6 Gib Lane, Northenden, Manchester M23 0BA. Please enclose photo if possible.

● Wanted! Male/female penpals,

aged 14-16, interested in anything, I will answer all letters. Write to: M Williams, 28 Hamhaugh Island, Shepperton, Middlesex TW17 9LP.

● Hello, I am 13 and would like a m/f penpal aged between 11-15. I like writing, reading and horses. I will reply to all letters, I may be moving. Write to: L Fox, 48 The Holt, Hailsham, East Sussex BN 27 3ND.

● Penfriend wanted. Must like Game Boys and Amigas, swimming and art. Must be 9-12 years old and live in Wales. Please send a picture of yourself. Write to: C Richards, 26 Glan Yr Afon Gardens, Sketty, Swansea, West Glamorgan SA2 9HY.

CLUBS/MAGS

● Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: P Dunbavan, 4 The Green, Ribblevillage, Ribbleson, Preston PR2 6QF. Tel: 0772 796489.

● Nick's penpal club! Don't delay, loads of fun. We will match you up with your ideal penpal. Send a SAE with £1. Get writing to: N Kemp, 50 Mortimer Drive, Hazlehead, Aberdeen, Scotland AB1 8EL. You want ideal penpals, you got them!

● Want a penpal or tips, cheats or hints? Free noozsheet packed with reviews and games for sale or swap by other club members! Just phone 0742 485339.

● "Select" is the new fanzine for Game Boy freaks, includes reviews, tips, cheats and more. Send £1 coin to C Ducker & D Steel, "Select," 23 Carlton Park Avenue, Raynes Park, London SW20 8BJ. Free Mortal Kombat badge while stocks last. Tel: 081 540 5993.

● Technozone! The completely new fanzine for all computers. Just send 40p with a SAE and you will receive your mag in a short while. Send to: D Tilley, 35 Main Street, Lisbellaw, Co Fermanagh, N Ireland BT94 5ER. Tel: 0365 87799.

● Hand Held Power fanzine for Game Boy and Atari Lynx. Send 75p cheque to: C Oliff, 33 Hillside Crescent, Weldon, Nr Corby, Northants NN17 3HF.

● Got A Good Name? We are expanding! Please write to us, suggesting what you would like from our service. We are willing to help those in need and would like comments to state exactly what you lot want. Power to the People! Come on! Tell us what you want! Don't enclose SAEs unless you want a reply; don't expect a reply, especially if you haven't enclosed a SAE. No tips available until further notice! All people who come up with a brilliant idea will be rewarded, and those who supply ideas that are used, well... (This will only apply to those who supply the idea first.) Hello to Gareth Hinds in Northern Ireland, to Edward who wanted Mortal Kombat hints, write to us and they are yours! And also to Jon-Paul, Castle of Illusion, send me a SAE and I think I help! Hello as well to all my other over 50 customers! Remember, if you want a reply, send a SAE! With ideas, write today to: Got A Good Name?, 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● Game Boy Players Direct, the new club for Game Boy enthusiasts. Monthly newsletter with cheats, tips, advice, new releases, etc. Swap club and letters page. For more information send a large SAE to: T Conley, 23 Orchard Close, Hounsdown, Totton, Southampton SO4 4EZ. Tel: 0703 865247.

● Win a SNES or Sega Mega Drive in our easy to enter competition. For more details and an entry form, send a loose 2nd class stamp and a SAE to: S Sapphire, Gameswap, PO Box 124, Sheffield S31 8ZT.

● Ian's GB Swap Club. £3 per swap, boxed and instructions not essential, send SAE for more details, free membership. Write to: I Moore, 71 Strainer Street, Longsight, Manchester M12 4PB. Tel: 061 248 7488.

● Superior swaps! Game swapping club for the Game Boy. Only £2 per game, or £3 for 2! Send no money now, write with SAE for more details to: M Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● You want contacts? Free swaps? Tips? At Gamer-Link you got it! Over 350 members worldwide. Send SAE to: Gamer-Link, 28 Churchfield, Ware, Herts SG12 0EP.

● Stuck on any game? We've got the cheats, solutions and tips, etc. Send 40p and a SAE. Cheats available for all formats. Send now, we can help you. Remember to say which format. Write to: J McGurk & Co, 97 Berwick Road, Greenock, Scotland PA16 0HL. Tel: 0475 631760.

● Free! Cheats for all Nintendo systems. Just send a list of up to 40 games and a SAE. State if you own a Pro Action Replay or Game Genie. Post to: D Walker, 11 Chalfont Close, Beddau, Nr Pontypridd, Mid Glamorgan CF38 2SA.

● Cheats, all systems, consoles and handhelds, send name of your system and you will receive over 50 cheats and tips. Send SAE and 40p to: A Cutrupi, 1A Woodlands Drive, Shevington, Wigan WN6 8HU.

● To beat your Game Boy games get my A-Z tips book. It's great value at only £1 including SAE and contains dozens of level select codes and much, much more. Please send only cheques. Write to: T Brown, 35 Church Avenue, Sidcup, Kent DA14 6BU. Tel: 081 302 6608. Get it now!

MISC

● For sale Atari STE, over 100 games, 2 joysticks, mouse and mat, also includes 3 disk boxes, boxed in good condition, only £150. Call 081 395 6487.

● Amiga games for sale: Sensible Soccer £11, Body Blows £12, PGA Tour Golf £17, Final Whistle Kick-Off 2 data disk £3, and Flood £5. All boxed with instructions. Ring 0483 765646 at weekends or after 4pm.

● Loads of Amstrad CPC 464 game tapes for sale, most boxed with instructions, £40 for about 80 programs. Call 0483 765646 at weekends or after 4pm.

● Wanted Sega Master System games, will pay £10-15. Contact 081

989 8760. Please only ring if in East London area.

● Sega Game Gear with 2 games: G-Lock and Halley Wars, power pack and carry case, £60. Tel: 0222 487206 after 5pm.

● Sega Mega Drive and brand new Sega Mega CD (never used), includes 9 CD games, 4 Mega Drive games and Aero table top joysticks. CD games include Jaguar XJ220. Free 12 issues of Mega Tech. Everything boxed and instructions. Everything for just £290. Call 0372 844009 now.

● NES games for sale! Super Mario Bros 1 & 3, TMNTurtles II and Tennis, £10 each. Duck Hunt and Zapper, £20 each. Also NES Advantage and Max, £10 each. Phone 031 337 5581.

● For sale: loads of copies of Mega-Lo-Mania, 20 mega dance tracks, all for just £3 inc p&p. Send a SAE to: N Venables, 2 Lon Hafan, Abergele, Clywd LL22 8QJ.

● Job wanted. Any leaflet or catalogue delivering or any other job in Preston. I'm 14 years old. Good worker. Telephone 0772 796489 or write to: P Dunbavan, 4 The Green, Ribblevillage, Ribbleson, Preston PR2 6QF. Not let down.

● Bauer roller blades, size 9, vgc, hardly used, £60. Phone 0323 848764 after 6.30pm.

● Sega Master System II with 3 games including Taz-Mania. Ideal first console for Christmas, 2 controllers, console nearly new, still boxed, £45 ono. Phone 0992 715662.

● For sale Atari 2600 with 1 game, £10, plus other games to be sold separately for £3-50. Phone 0932 868443.

● NES as new with box plus 2 joypads and Micro Machine and Rygar, £70 ono. Phone 0793 762259.

● Wrestling figures for sale. Phone 0900 826736.

● For sale Total mags issues 14-17, GB Action mags issues 9-12, and N-Force mags issues 8-11. All only £1 each. If interested ring 0530 836319. Many more mags for sale.

● Oi you! Videos for sale: Black Adder II, Bill and Ted, Three Amigos and The Land Before Time. Come on you know you want them. If so before Christmas write to: T Melia, 11 Warwick Road, Hampton Wick, Kingston KT1 4DW.

● Commodore 64 for sale, keyboard, tape deck, approx. 40 games and joystick, vgc, £70. Ring 0609 771417 after 5pm.

● NES for sale, with 5 games including Advantage, Max and Zapper. But is this a normal NES ad? No! Everything only costs £10 each! Just call 031 337 5581.

● Pilotwings for SNES (UK), sell for £10-15. Phone 0902 331216 any time after 4pm. Game not boxed though.

● Urgently wanted! Multiface +3 for the Spectrum +3. Will pay handsomely for it. Please!! Must be for Speccy +3. I don't care about box, instructions, etc. I just want it. Phone 031 312 7011. Help!

● For sale fruit machine £50, includes £5 worth of old 10ps. Phone 0273 833241. Buyer collects from West Sussex area.

● Spectrum +2 games computer, over 60 games including Double Dragon, Trivial Pursuit, Robocop, etc, joystick and light gun, £100 ono. Ring 0637 850643.

● For sale Game Boy and SNES mags, 10 in all, latest issues, £1.50 each, £5 the lot. Mags include GB Action, Super Control, Super XS, SNES Force, Total and Super Play. Write to: B Adani, 82 Grange Drive, Glen Parva, Leicester LE2 9PG.

● NES for sale, 2 joy pads and 7 games including Super RC Pro-Am, £90. Will consider any swaps. Phone 0582 583424. Wanted also a Game Boy, pay up to £20 and any Game Boy games for about £5-15. Phone 0582 583424.

● Sale: I've got an old Commodore 64 with tape deck, 1 joystick and over 40 games, including Dragon Ninja, Operation Wolf and Afterburner. All in good condition. Will sell for £20 or swap for a Game Boy. Write to: O Lee, 4 Middleton House, Middleton Road, London E8 4LW.

● For sale, 100 good stamps from Ireland, England, India, Spain, Indonesia and Romania, plus tweezer, water detector, perforation gauge, 500 stamp hinges and land finder. Sell for £5. Write to: K Jackson, Glinany, Riverstick, Co Cork, Ireland.

● C64 for sale with disk drive, mouse, 100+ games, 20+ mags and 2 joysticks, will split. £200, or will swap for 10 Game Boy games, must include Lemmings or Pinball Dreams. Must not include Tetris. Tel: 0548 550374.

● Street Fighter II for the SNES, I will sell this classic game for only £38 ono. I know you can't possibly resist this, so phone 081 958 2829, this is a must buy!

● Sega Master System for sale with 3 games including California Games II, Lemmings and Alex Kidd in Miracle World built in. £20 per game or £70 for the lot including 3 control pads with all plugs and wires, etc. Please phone 0570 423134.

● For sale Amstrad 6128, tape and disk with colour monitor, joystick, instruction booklet and over 30 great games. Excellent condition, nearly new, £250 ono. Phone Doncaster 0302 844167. Hurry!!!

● For sale Amstrad 464 plus computer with b&w monitor and approx 40 games, games paddle and 2 joysticks. Offer includes 12 magazines and 2 books. Only £100. Phone 061 225 2465.

● I will sell Silent Service, Top Gun and A Boy and His Blob for the NES for £30. Contact 0869 247248.

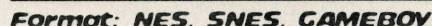
● Sega Master System for sale with 11 games including: Sonic the Hedgehog 1 & 2, Alien 3, Fantasy Zone, Impossible Mission. Plus gun and 2 pads, good condition, worth over £300, will accept £150 ono. Phone 091 236 4301 after 6pm. Great value or what!

● Hey!! Listen to this, will sell my Atari 2600 with 5 games including Q*Bert and 1 joystick for £15, will sell games for £1 each. It does have all the cables. Phone 0293 776545.

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Please add £1.00 per game postage and packing				
TOTAL				

PURE GAME BOY EXCITEMENT NEXT MONTH

Is that the time already? The rest of 1994 is gonna be a great year. Already everything from a kid's plaything to an executive toy, the Game Boy's here to stay and so is GB Action.

Nintendo HOTLINE

The biggest thing to hit GB Action is gonna happen next month. From the February issue onwards, there will be an official Nintendo Hotline feature in GB Action.

The world's only Game Boy dedicated magazine will bring to

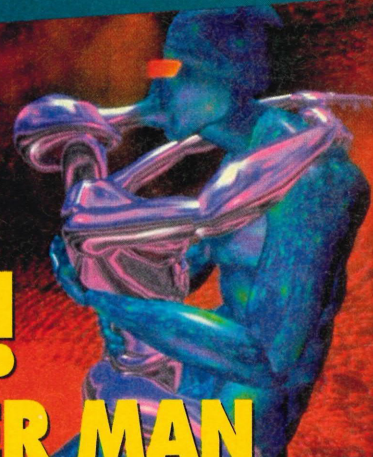
you exclusive hints, tips and cheats direct from the staff at the official Nintendo Hotline HQ.

There'll also be some extra special promotions coming your way. Check out next month's GB Action – it's absolutely unmissable.

AT LAST! LAWNMOWER MAN

At last! In glorious monochrome! The closest thing to Virtual Reality on the Game Boy! Storm's Lawnmower Man is finally comin' at us after many moons of waiting impatiently.

Previewed two issues ago, it was already looking a classy product. The final version should be a marvel to behold – we've got it first.



SCHOOL'S OUT

Roving reporter Rob Smith visits Sexey's School in Bruton, Somerset. He's on a mission to find out what teenagers really think about the Game Boy, video games and life in general.

His questions are the most probing imaginable – see what he discovered next month. You could be surprised by the results...



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HAND-HELD HEAVEN

pinball DREAMS

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The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.

TESSERAÉ

"Easy to play, but difficult to master", Tesseract consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.

PROPHET

VIKING CHILD

Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.

the HUMANS

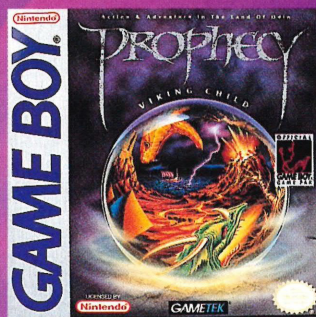
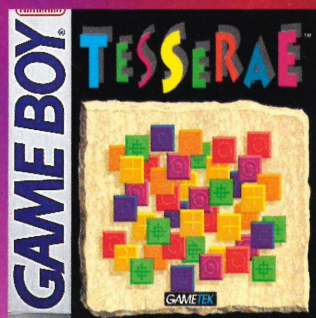
Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!

In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

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